

Dragon's Deep

A One-Round AD&D Living City Adventure

by Troy Daniels

Grayfang Article by Jason "The Dragon" Nichols
Dedicated to Baylee, my "little'r" dragon

Heading home from a mission in the Moonshae Isles you pass through the fabled City of Splendors, Waterdeep. Struggling to understand the dragon prophecy your party finds themselves caught into the intrigue, suspense and murder that has made this city famous. With the way that your luck has been recently, you might even see the Under mountain before this leg of your journey is over. This is a 2 Time Unit event. Part 3 in the Cycle of Dragons Series for Tiers One through Six

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS and RPGA are registered trademarks of Wizards of the Coast, Inc. RAVENS BLUFF and LIVING CITY are trademarks of Wizards of the Coast, Inc. Scenario detail copyright 2000 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING CITY Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals that can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

Adventure Summary and Background

What has come before

In the adventure *Dragon's Spirit* (by Cindy Mullins and myself) adventurers from the City of Ravens were dispatched to find out about a dragon fight that was taking place in the mountains to the north. When they arrived they found several metallic dragons dead and one that was clinging to life. Agreeing to help it they took portions of the dragon's "self" into themselves and went off in search of the Temple of Dragons.

Once there, they passed through a series of tests and finally made it to the altar where the good dragon could be put to rest. Combat ensued with a White Dragon Noble called Frostrage and a message was given to the adventurers: "The Dark Lady is awake." They were told to find the creature called the Dragon Sage, who would be able to tell them what to do from there.

After that came *Dragon's Knowledge* where the adventurers were sent on a mission to find this "dragon sage" that the message spoke of. Traveling to the Moonshae Isles they found that the citizens of this fair land were in peril as their very children were being stolen from them.

Delving deep into the mystery they finally discover that the dragon prince of the desert is in search of the dragon sage too. The Sage was in the form of a child. After a fierce battle the sage revealed a mysterious prophecy to

the heroes, and told them that the next step of their journey was in the fabled City of Splendors, Waterdeep.

And... the journey continues...

AUTHORS NOTE - For those adventurers who have NOT played *Dragon's Spirit* or *Dragon's Knowledge* it is not necessary to bring them up to speed on what has happened before this. The information above was for YOUR benefit. I am sure they will find out later how much trouble they have really gotten themselves into.

Scenario Background

The Dark Lady is frustrated. She has lost not one, but four of her dragon princes so far in this foray into the Realms. Two were lost at the hands of adventurers (*Dragon's Spirit* lost the White Dragon Prince and *Dragon's Knowledge* lost the Brown Dragon Prince) and two were lost because of transgressions made in the Temple of Dragons (Blue and Black were both destroyed as punishment by the Dragon Gods of Death).

She is beginning to believe that these puny mortal adventurers may actually be able to do something about her plans to enter the Forgotten Realms and as such is looking to directly deal with them.

Whisper, the Shadow Dragon Prince has been working in Waterdeep for over a year now, building up a network of thieves, spies and assassins in the city under the cover of "The Shadowed Man" as he is called there. When the Dark Queen informed him that the heroes will be in Waterdeep she bade him to make sure that their stay there will either result in them joining the forces of Dragonkind... or be permanent. Either way is fine with her.

Whisper has another idea, though. He knows about the *rod of resurrection* that the PCs will be delivering to the Embassy of Ravens Bluff. If the PCs have a dragon stone, and the Shadow Dragon Prince can steal both the rod and the stone... then he may just be able to bring the dragon princes that have been killed recently back to life.

The Shadowed Man runs the Shadowhands, a quasi-thieves guild in the City of Splendors. Knowing that a full thieves guild would attract the attention and the wrath of the powerful Lords of Waterdeep he has been very careful to keep his group to petty crimes, the occasional murder and small acts of vandalism for various paying clients. With this group in place he has established a foothold that will allow him in the months and year ahead to ferret out the Lords of Waterdeep's

true identities and perhaps even give him the chance to kill them.

This is of course.... Unless he is stopped by someone first.

That is where our heroes come in. ☺

Scenario Summary

Introduction - There are two parts to encounter one. Rather than go through the lengthy "Hey, I want you to go here and do this," that commonly takes place in Living City scenarios I went ahead and bypassed that this time. It is assumed that everyone sitting at the table WANTS to be there (funny how that works, huh) and that they have already agreed to the assignment. So they are already sitting in a bar in Waterdeep having completed the first part of the assignment, checking in at the Ravens Bluff embassy. The boxed text details "what has come before this" and brings the characters up to speed with what they need to do, and what they are there for.

The gist of why the PCs are here in the first place is to deliver a Rod of Resurrection to the Embassy of Ravens Bluff in Waterdeep. The ambassador to Waterdeep was murdered four days before and a family heirloom will be used to bring him back to life. Hopefully once that happens the PCs can question him and find out what happened. Having delivered the Rod to the Embassy, the PCs are currently in the Yawning Portal Tavern awaiting the time that they can go to the Temple of Tymora for the ceremonies.

Encounter One – Arriving at the Temple of Tymora at the appointed time, the PCs discover that no one from the Embassy has arrived. The body is there but there is no Rod. Racing back to the Embassy they will find the interior in shambles and most of the folk there knocked out cold. Reviving them, they will explain that an inky blackness entered the embassy and took the rod.

Encounter Two – leaving the embassy with even more mysteries, the PCs are accosted by “bump thieves” who try to pick their pockets. While they are distracted with the bump thieves, Whisper will move in and remove one or more dragon stones from the party if he can. If the party is too well guarded for this he will stay behind. In either case, the PCs will gain very little useful information from the thieves.

Encounter Three — it is getting late and the PCs move back to the rooms that they have been given in the Yawning Portal. When they arrive all is well except for

a strange odor. Opening the closet, they find a dead body. About that time the insistent hammering of the city watch on the door beckons them. Yes they have been set up however it is a fairly obvious set up. They can talk to the Magistrate and be released.

Encounter Four – Either the Watch or ground contacts will give them clues as to where they can start searching. Encounter five is broken up into several parts that can be taken any, which way the GM wants.

1. Danillo - Harper and secret lord of Waterdeep has heard of the Shadowed Man and can be found in his mansion.
2. They will meet a beggar woman on the street that will give them a place to hide. She will also have information about the shadowed man. Far more information than a simple beggar woman should have...

All of the clues will lead to a building that is just a few short blocks away.

Encounter Five – Whisper has placed a powerful glamour on the building. It looks like a small one-story shack but in actuality is a three-story building with plenty of room for a budding guild. When they arrive and finally enter they will find the thieves waiting for them. Whisper's second in command, Braxus, will attack with his forces. Considering the area they will be fighting in.... it should be interesting.

Encounter Six – Racing up the stairs the PCs will discover the skylight is open and rain is pouring in. Looking out they will see the Shadowed Man himself, perched on a rooftop, practically begging the PCs to follow... and the chase is on. In the rain and lightning and storms of Waterdeep, over the rooftop with a perilous fall below to greet the slippery of feet.

Encounter Seven – Escape? Nay.... Whisper takes them back to where the adventure began the Yawning Portal. Crashing through a skylight, the Shadowed Man rushes deep into the Underdark, daring the PCs to follow.

Encounter Eight – Diving into Whisper's lair, the PCs find themselves in a maze of shadow with very little way out. Only something found before this might help them...

Encounter Nine – Finally, in Whisper's lair, he makes one more attempt to win them over to the Dark Lady's bidding. When that fails, he congratulates them on finding and breaking his den of thieves, and then goes on the offensive. Considering that there is already four of him in the room it is going to be rough. And, that is

just in human form. When things really get bad, he will shift to draco-form.

Encounter Ten – Back at the temple with the Rod in hand, the ambassador is revived and in the conversation that follows, the next piece of the puzzle falls into place. You see, Whisper liked to gloat before he killed his victims, and so he told the ambassador that the PCs will never find his brother in Westgate.

Before We Begin...

Several things that you are going to want to make note of BEFORE the adventure begins. Some of these things are to be shared with the players and some of them are just for YOUR information.

- Players who have played any of *Cycle of Dragons* series should be encouraged to play the same character. I am trying to build the sense of a continuing plot line with this series and this will help a lot.
- GROUPS that played *Dragon's Spirit* or any of the *Cycle of Dragons* scenarios should be encouraged to play together. It has NOTHING to do with the storyline and will not affect it one way or another, but it will help them form the bonds of an Adventuring Company, which will be important down the way...
- Characters that have more than 8 Infamy will not even be called by Deputy Mayor O'Kane. He needs reputable heroes and if they have that much infamy, surely there is a reason for it. There are some players that have gotten around this by getting the call and then "hiring" the more disreputable characters as "henchmen" for the event. This is not discouraged, however they have to deal with the consequences of failure should Mr. Infamy screw up the mission.
- As you are reviewing the characters that are going to be used, be sure to note if the players have any "Dragon Items." These include items like DragonScale shields, Dragonslaying swords, DragonStones, Dragon Armor, *amulets of the silver dragon* and such. Why? They will play an important role during combats and interactions with NPCs that serve the dragon princes. For some reason they do not like evil dragon hides being used for decoration or purpose. That generally means that someone had to KILL an evil dragon to get the hide to make whatever. That, to quote Martha Stewart, Whisper and a whole host of evil dragons, "Is a Bad thing."
- There are players out there who are playing half dragons. These are officially sanctioned, certified

characters within the campaign. All of the half dragons are metallic in type and should have some "good" alignment. Evil dragons and their minions will take special pleasure in destroying these creatures, as they are considered abominations. However (and I do not believe I am saying this) I would like you to try and keep them alive if it is possible. They will be making critical decisions later on in the plot line and I need at least a few of them alive to do it. ☺ If the player is playing the half dragon stupidly, kill it. If the player is playing smart and just gets in the wrong place at the wrong time, do what you can to spare it.

And finally...

Author's Commentary

Something that you will note as you read the text for the game master is that I will be writing it in first person. Too many times have I really wished as a judge for input from the author in a personal level so that I really could know what he was thinking when he or she wrote this or that. Hopefully writing the judge text in this manner might help. Oh, and I will try not to ramble.

I hope you have fun running this and if you have ANY questions about the event please feel free to email me at troy@rpga.net and I will do what I can to answer them.

Introduction

DM's Notes - There are 2 different ways to get into this encounter but as the summary notes, this is a "launch" encounter. Rather than going through the standard "Hey I want you to do this and this and will pay you this and this" encounter this one puts you and your players right into the middle of the action. Before you start this encounter you should know or have done the following:

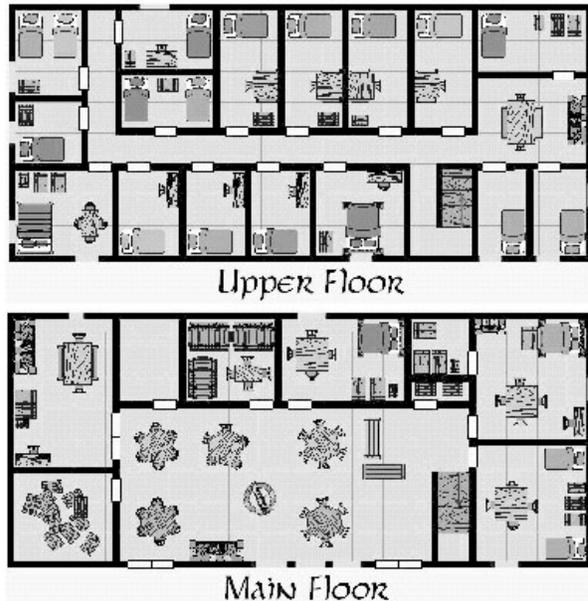
1 - Read the blurb to the players and let them know that they are going to Waterdeep. If for some reason their character would never go to the City of Splendors, then they should pick another PC. There is NO way for the PCs to shift or change once the adventure starts so make them aware NOW that they are going to Waterdeep, and get that out of the way.

2 - Find out if they are playing this after playing *Dragon's Knowledge*. The scenarios are designed to be played separately, however if they are playing them as a series then you should use the **After Knowledge** portion of this encounter. This portion ties Knowledge with Deep and makes for a smoother transition. Only

use this one if they are coming directly from playing *Dragon's Knowledge*. If they have done any other adventuring, then they use the first opening.

3 - Get a drink of water... heck... get a keg. In order to accomplish the "get into the action" opening, we have to establish the background, how they got here and other things otherwise we lose the suspension of belief that is required in order to run a successful adventure. So, have water handy, there is some boxed text ahead....

Now, lets get started... shall we?



Standard Opening

Every adventurer worth their salt has heard of the Yawning Portal Tavern in the fabled city of Waterdeep. Why is this you wonder, because every adventurer, whether they admit it or not... has wanted to know if the rumors about the grandest dungeon in the world, the Undermountain, are true.

So here you sit with your companions, in the Yawning Portal Tavern, in the heart of Waterdeep, eyeing the well in the middle of the tavern. Over the well is a block and tackle contraption that lowers, for a single gold piece each, adventurers that have come to try their hand at the Undermountain. As you have sat, waiting for the appointed time for you to go to the Temple of Tymora you have watched one group go in... two groups come out. Rumors are that the last group to be pulled from the depths went in with eight members.

You noted that they only came out with four.

Sitting here, waiting as you are, it has given you a chance to review what has brought you to the City of Splendors. Just a short day ago the summons from Charles O'Kane, Deputy Mayor of Ravens Bluff arrived on your doorstep. Making haste to see what "Ol' Charlie" (as some people call him) wanted you discovered that you were not alone in your summons.

You and your newfound friends entered the meeting area and within minutes you were apprised of the situation.

Chalnath Tressoon, the ambassador to Waterdeep from Ravens Bluff was killed several days earlier in the very city he was supposed to represent us in. Now, you have been tasked with delivering the Rod of Resurrection to the embassy so that he can be raised. After that, you were to stay, and try and find out WHAT happened, and if it is possible "fix" the problem.

Negotiations were speedy as Charlie wanted this done, and done quickly. 500 gp in your pocket now and another 1000 gp when you return with your mission accomplished. All that was left to do was gather your things and head to the Wizards Guild. One teleport spell later, and you stood at the edge of Waterdeep.

After you checked in at the Embassy and dropped off the Rod you were told that preparations were still being made. Rooms were quickly garnered at the Yawning Portal and this is where you have sat... waiting. Soon it will be time to head out to the Temple of Tymora where the actual ceremonies are being held at five bells past highsun. Until then, all you can do is sit back, wait, and watch the well.

For those PCs that have played *Dragon's Knowledge* you can add the following:

What was it that the prophecy said? The one that the Dragon Sage told you?

*Like darkest night in splendid city,
the next prince will take to fray.
His darkest deeds will take their toll.
He too must loose the day.*

Whatever that means. Well you are here... and if it really is a prophecy, then it is going to happen, right?

After Knowledge Opening

Surprisingly the trip from the Moonshae Isles to Waterdeep was without incident. You almost wish that you could say what happened BEFORE the ocean voyage was "without incident".

Everything had happened so fast after finding the Dragon Sage. One moment you were booking passage on a ship to Waterdeep and the next moment you were receiving a sending from the Geomancer Carmanstansos that had sent you on this journey to begin with.

"Friends" you heard him say. "I bear grave news. The ambassador to Waterdeep, Chalnath Tressoon has been murdered. We humbly request that you help the city in this matter. Deputy Mayor O'Kane has promised a generous reward if you would take a family heirloom to the Embassy of Ravens Bluff in Waterdeep. There you will help with the revival and the investigation of this crime."

Moments after the sending the Rod appeared. It did not take you long to realize that this was a Rod of Resurrection, a priceless item! Guarding it well on your ocean journey you soon found yourself in the City of Splendors.

And now you find yourself sitting in the Yawning Portal Inn. Every adventurer worth their salt has heard of the Yawning Portal in the fabled city of Waterdeep. Why is this you wonder? Because every adventurer, whether they admit it or not... has wanted to know if the rumors about the grandest dungeon in the world, the Undermountain, are true.

So here you sit with your companions, in the Yawning Portal Tavern, in the heart of Waterdeep, eyeing the well in the middle of the tavern. Over the well is a block and tackle contraption that lowers, for a single gold piece each, adventurers that have come to try their hand at the Undermountain. As you have sat, waiting for the appointed time for you to go to the Temple of Tymora you have watched one group go in... two groups come out. Rumors are that the last group to be pulled from the depths went in with eight members.

You noted that they only came out with four.

After you checked in at the Embassy and dropped off the Rod you were told that preparations were still being made. Rooms were quickly garnered at the Yawning Portal and this is where you have sat... waiting. Soon it will be time to head out to the Temple of Tymora where the actual ceremonies are being held at five bells past highsun. Until then, all you can do is sit back, wait, and watch the well.

What was it that the prophecy said? The one that the Dragon Sage told you?

*Like darkest night in splendid city,
the next prince will take to fray.*

His darkest deeds will take their toll.

He too must loose the day.

Whatever that means. Well you are here... and if it really is a prophecy, then it is going to happen, right?

General Description -

A certain infamous inn near the docks in Waterdeep. The Yawning Portal – it's proprietor; one **Durnan** "The Wanderer" – is the only widely-known entrance to Undermountain easily accessible to the general public desperate or deranged enough to attempt entry into the under ways.

The Portal is a rambling, dingy, blue-tapestried building of smoothly carved wooden pillars and paneling. It stands two doors down from The Empty Keg tavern, right next to Mother Salinka's House of Pleasure. The inn sets squarely on the site of the long-vanished tower and fortified warehouses of the archmage Halaster Blackcloak.

The interior of the inn is as famous as the exterior. This two-story building has a very normal second floor with sixteen rooms of various sizes and a fireplace equipped sitting room for more quiet meetings. The Durnan family occupy two rooms downstairs and each of the PCs share a room with another PC (IE Two PCs per room, they can pick the rooms)

It is the lower floor, the tavern floor that is unique in the Realms and brings in much of the traffic.

Illuminated by a skylight, a well occupies the center of the room. Traveling 140 feet straight down this well leads to the famous Underdark. There is a pulley frame built over the well that Durnan will use to lower those people wishing to enter the Underdark. Charging but a single gold piece per trip (one up, and one back) people are usually lowered with a brief prayer to Tymora (The gods smile on the lucky... and the foolish. 'Tis hoping that you are one and not the other).

In the beginning of this adventure the PCs will simply NOT have the time to go down and take a look. If they try to get down into the Underdark, use Richard to sway them from this course of action as they have someplace to be very soon.

Durnan of the Yawning Portal, hm F18: AL NG; AC 2 (Bracers of Defense AC 2); MV 12; hp 93; THAC0 3;

#AT 5/2; Dmg 1-4 (dagger) or 1d8+2 (longsword); SA none; SD nil; MR nil; Str 15; Dex 12; Con 18; Int 13; Wis 14; Cha 14; SZ M (6 ft 4 in); ML 20.

Saves: PPD 3; RSF 5; PP 4; BW 4; Spells 6

Magic: *bracers of defense AC 2*

Durnan is **secretly** a Lord of Waterdeep, and also covertly the head of the Red Sashes, a vigilante group. He says very little, and always wears *bracers of defense AC 2*. In his younger days (he is around 45 now), Durnan was thought of as a "thinking man's barbarian," and he is familiar with many spells, weapons, and brawling tricks from all over Faerun, including most of Kara-Tur and the steppes of the Horde.

He is used to rowdy, and powerful adventurers trying to push him and his patrons around, and he should be able to handle anything the PCs throw at him. Durnan always has at least one magical weapon hidden on his person, in addition to any weapons worn openly. He and his family will be armed and wearing various protective rings (e.g. *spell turning*) and amulets (e.g. *greenstone*) whenever encountered.

At no time during this adventure should the PCs find out that Durnan is a Lord of Waterdeep, nor should it be necessary for Durnan to tell them. If a PC starts making hints that he is, then either he has read the scenario or has read the sourcebook and is using out of character knowledge. Remind them of this, and put the incident aside. If they continue to press it, simply tell them that what they are saying will not be used in this event. If they continue to make trouble, simply ask them to leave.

Mhaere of the Yawning Portal, hf P4 (Lathander): AL NG; AC 8; MV 12; hp 30; THAC0 18; #AT 1; Dmg 1-6 (club) or 1-6+1 (mace); SA spells; SD spells; MR nil; Str 10; Dex 16; Con 14; Int 12; Wis 17; Cha 16; SZ M (5 ft 3 in); ML 20

Spells: 1st - *command* x 2, *cure light wounds* x2; 2nd - *flame blade*, *hold person*

Durnan's wife, Mhaere Dryndilstann was born in Neverwinter and is a 30 year old, quiet, devoted wife with a will of iron and hands skilled both in healing and in dealing death in battle.

Tamsil of the Yawning Portal, hf F2: AL CG; AC 7; MV 12; hp 17; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA none; SD none; MR nil; Str 10; Dex 17; Con 16; Int 16; Wis 12; Cha 16; SZ M (5 ft 8 in); ML 17.

Saves: PPD 15; RSF 14; PP 13; BW 16; Spells 15

Durnan's and Mhaera's daughter, Tamsil, is 16 years of age. She is trained by her father in some warrior's skills, if only for defending herself against some unruly patrons of the Yawning Portal.

Durnan also always has at least one priest of Tymora in attendance at the inn. He pays the temple a daily fee – and patrons (such as injured PC's) who need their healing spells will receive what they need. Of course, in return for healing spells, additional donations to the temple (i.e. to the priest, on the spot – No credit!) are fully expected and enforced. These priests will never enter Undermountain.

Yawning Portal Patron/Fighters (6), hm F6: AL NG; AC 6, 5, 4, 3, 2, 1 (posing at patrons so they each are armored differently); MV 12; hp 48; THAC0 14; #AT 3/2; Dmg 1d8+2 (specialized in longsword); SA none; SD Immune to charm spells; MR nil; SZ M (6 ft); ML 20

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

Four or more 4th to 6th level fighters loyal to Durnan are in the taproom at all times, posing as patrons. Consider them armed, dangerous, and incredibly, loyal to Durnan. Any *charm* spell will be instantly broken by directions to hamper, disobey, steal from, or harm Durnan or his family.

Richard Renqueth, Aid to the Ambassador of Waterdeep, hm B6: AL NG; AC 3; MV 12; hp 27; THAC0 17; #AT 1; Dmg 1d6 (Short Sword); SA Spells, Bardic Abilities; SD nil; Str 12, Dex 18, Con 16, Int 15, Wis 13, Cha 17; MR 0%; SZ M; ML 12.

Magic Items: *ring of protection +1*.

Richard's favorite saying is "Must do this, must do that. OH! So many places to go, so many people to meet! How will I do it all?"

Yes... Richard is a socialite. With a fame of 14 in General he gets invited to all the parties and meets all of the lovely young ladies. He is constantly in demand to be on this arm and that arm. Why? No one quite knows because once you really get to talking to him you find out that he is an utter flake. He always had grand plans that he will be quite happy to tell anyone that will listen about.

Development

The PCs have one hour before Highsun, when the ceremonies in the Temple of Tymora will be taking place. Until then they can sit back, relax and regale each other with tales of bravado and such.

Or, they can pump Richard Renqueth, Aid to the Ambassador to Waterdeep for information. Richard (detailed above) is a very chatty fellow who has lived most of his adult life in Waterdeep and knows it very well. He can easily pull most of the information in the Waterdeep Summary (also at the end of the event) from memory and can brief the PCs on customs, laws and

local areas of importance. Richard should be used as the primary "contact" for the PCs while in Waterdeep.

Questions the PCs are bound to ask Richard:

- What happened to the Ambassador?

"Twas dark where we found the ambassador. Not a place that I would be venturing into for sure my friends. I have no idea my m'lord would be entering the back alleys of Waterdeep at that late hour. Yet when we found them, him and his bodyguards that is, there they all were, layin' in a heap. The clerics in the temple could not figure out what killed any of them and that is why we sent for the Rod. We know that the rod will bring him back. Or at least we hope it will."

- Any idea who would want him dead? –

"Nay friend. Our ambassador was much beloved by not only the people in Ravens Bluff but by the folk here in Waterdeep as well. To say that someone wanted him dead... I suppose that SOMEONE would want that. However I have no idea who."

- What is the government of Waterdeep doing about this?

"Honestly they are honoring our requests and not doing anything about it. We were in some rather delicate trade negotiations with Caimishan when all of this happens. To be perfectly HONEST... no one but a select few knows that he is even dead. We are trying to bring him back to the table alive so that he can continue the negotiations. If the Pasha were to find out that he was dead, the talks would break down. We told the Lords of Waterdeep that we would take care of this ourselves and try not to "trouble" them with it."

Extrapolate answers to the rest of the questions that they might have from the Waterdeep insert in the back of this event or from the background above. With the amount of boxed text in the beginning of this event I am trying to keep this encounter short so that we can move onto the action.

Rumors -

If the party starts talking to the patrons of the bar then give them a few rolls on the rumor table in the back of the event. No more than ONE rumor per PC should be allowed at this time. If a rumor roll repeats itself, then they get the rumor twice. Remember to save SOME of the rumors for later on in the event. They will need them in order to solve the mystery.

After about 10 to 15 minutes in this area, move on to Encounter One - Temple Tidings.

Encounter One Temple Tidings

Richard chatters away the entire time he leads to you the Temple of Tymora where the ceremony will take place to revive the Ambassador to Waterdeep from Ravens Bluff. Although at times it seems annoying you actually do learn a little about Waterdeep during the trip.

"We are passing through the Castle Ward now," Richard babbles on as he steps around a large puddle in the road. Overhead the skies are cloudy and you are surprised to see that for the first time since you have arrived in the City of Splendors, it has stopped raining. "Normally the streets are in much better repair than this, however with all of this rain the Guild of Pavers has been hard pressed to keep up with repairs! I am quite certain there will be hell to pay at their next annual review."

'But anyway, the Castle Ward is one of seven "districts" as we call them back in Ravens Bluff. In Castle you will find most of the government buildings, the castle of Lord Piergeiron, the unmasked Lord of Waterdeep and other grand structures.

North and west of the Castle Ward is where we are heading, the Sea Ward. Most of the large temple complexes can be found there and many of the private villas of the cities nobility have been built in this ward. Also.... Some excellent eateries and the finest ballrooms in all of the city. Why I remember a time....," you turn away as the assistant ambassador prattles on.

After a half an hour of steady walking through puddles and around mud holes you finally arrive at the Temple of Luck. As grand a structure as any other in the Sea Ward of Waterdeep, a large golden disk hangs from what appears to be strands of platinum over the doors.

A young priest waits outside, and motions you in out of the rain. You are taken to a small waiting room where you are provided with cloths with which to dry off. The young priest tells you to wait here and you will be called when it is time for the ceremony.

General Description -

The Temple of Tymora in Waterdeep is hardly a modest affair. Although many of the funds that this temple collects go to Arabel to further the concept that THAT

is the true center of the Tymoran religion, it is obvious that there are few wants or needs in this building.

The PCs are in a small "waiting" chamber that is 20 ft by 40 ft with a large central table and chairs all around. It is a comfortable room, and should be since they will be doing nothing but sitting here.

The rest of the temple is not detailed, as it is not important to the adventure. If the PCs decide to wander feel free to describe a grand structure with all of the trappings that would be in a wealthy temple to the goddess of gamblers. Allow them no more than a few minutes of wandering though before a concerned priest gently escorts them back to the waiting room.

The only NPC that the PCs will be encountering in this event is Luckbringer Adam.

Luckbringer Adam, hm P3 (Tymora): AL LG; AC 9; MV 12; hp 17; THAC0 20; #AT 1; Dmg 1-6+1 (mace); SA spells; SD spells; MR nil; Str 10; Dex 12; Con 15; Int 14; Wis 14; Cha 10; SZ M (5 ft, 4 in); ML 14.

Spells: 1st - *cure light wounds* x 2; 2nd - *hold person*

Adam is a smart man that found his way to Tymora early in his life. He is a very studious man that has one fault. He stutters. ☺ Have fun.

Development -

Allow the PCs to pass some time (two to three minutes with Richard) before announcing that in the distance they can hear the bells of Mount Waterdeep chime the passing of five bells past the noon hour.

At that point... launch into another dissertation from Richard about the glories of Waterdeep. Give it some gusto (of which he is full of if you have not figured that out yet) and keep at it until someone starts fidgeting. At that point... you can tell them that a half an hour has gone by and no one has come to get them yet. If no one has started to wonder, then back to Richard and continue the speech. Wait until someone ELSE starts twitching to let them know that it has been over an hour since the fifth hour bell.

When the PCs move to investigate, the door will open and Luckbringer Adam will enter. He will try to answer what questions he can, but first he has a question of his own.

A young man of twenty or so winters enters the chamber and shuts the door behind him. Dressed in the traditional garb of a priest of the goddess of luck he bows and opens his hands as a show of peace.

((Judge, remember that Adam stutters, not badly, but occasionally. Do it enough to be noticed, but not enough to be annoying))

"Luckbringer Adam I am and of thee a question I would ask. Do you know if the Embassy will be arriving soon? The high priest does have other business to attend to.

Of course, the PCs will have thought that they should have been here over an hour ago. Richard will be duly concerned.

Adam knows -

- The ambassador's body has been in state here since two days ago.
- The embassy staff was to have brought the rod of resurrection to the Temple so that the ceremony can be performed. High Priest Asthmus is loyal to the faith of the lady of luck, but has not achieved a high enough state of grace to do the castings himself.
- The embassy was quite insistent that this be done as quickly as possible, It seems very ODD that they would delay it now that the time has come.

Richard is VERY confused over the whole thing and wonders if something has happened. If asked for his advice, Luckbringer Adam will inform the PCs that he will try and stall the High Priest with a game of chance while they see if they can raise the Embassy and bring the rod with all haste to the temple.

At this point, the PCs will probably be moving to the Embassy of Ravens Bluff.

Encounter One A Embassy Woes

You are very surprised to find that the Embassy of Ravens Bluff is but a few blocks away. Richard has rushed ahead a hundred or so feet in his haste to see what has happened to the procession that was supposed to be at the temple some time ago.

When you finally arrive for the second time today at the Embassy of Ravens Bluff, not all is as it was the last time you were here. Richard has already gone inside through the door that hangs ajar on the hinges. Thin, blackish smoke slides from the opening and a crowd has started to form outside. A Magister (the local traveling judges of Waterdeep) and a small

contingent of guards stand outside the gates pressing the onlookers back.

Popping his head out of the doorway, Richard looks sick with shock. Motioning for the Magister to let you past, he waves for you to come forward.

General Description -

When the PCs get inside you can describe a two-story building that is currently in shambles. Fine tapestries have been cut in two (lengthwise) and daggers have scored elegant wallpapers. Ancient rocking chairs have been broken into pieces and one desk is completely split in two. Servants lie in various poses of sleep throughout the house and although there was MUCH in the way of destruction that happened to the property, not a single life was taken.

Magister Raymond - No stats required.

Raymond (hm F2, LG) arrived on the scene just a few short moments ago after hearing a commotion from the street adjacent to the Embassy. As a Magister he knows about the recent assassination and upon looking inside has secured the area and was waiting for a Guard Captain (that has already been called) for further instructions. He will allow any of the Embassy Staff (like Richard) or anyone that embassy staff permits to enter.

Tames - (hm T4, NG) is the "Houtman" or houseman for the Embassy. When found he will be knocked cold from the sleep smoke that Whisper poured into the building (the black smoke). He has been a loyal servant of the embassy since its founding seven years ago.

Various servants and functionaries - (h/he m/f 0 lvl characters - AL - ranges from NG to LG) - all of the servants and functionaries of the embassy were knocked cold by the sleeping gas.

Development -

Tames, the "Houtman" quickly revives and can tell his tale. He is a wizened old man and although a bit crusty, remains loyal to his old home in Crow's End.

"Ah tell ya, I din't know what hit us. I simply saw that smoke pourin in from all of the fireplaces at once. Black as night it t'was and where it touched people jus' started fallin' down I tell ya. I tried ta get to the door or to a winder, but b'fore I got there, it got me.

I tell ya, as I wis fallin, a felt this whisper of wind on me face and could have sworn I saw a man in black flash in frunt o'me. Then again, these eyes just ain't what they used to be."

Tames will ask Richard to check on the rod in the study, where it was being kept. When the PCs and Richard go to the study, the doors will have been ripped off of the hinges, and of course, the Rod will have been removed.

"Twas the Shadowed Man I tell ye" you hear from behind you. Tames stands leaning against the door frame as he surveys the damage to the study. "e could have done it quick as a wink I tell ye. In and out like a wraith he could be, and was, iffen it was him a'tall. Look it there if ya don't believe me."

Following the old man's pointed finger, you note that there is a small black scarf laying across the desk in the study.

Tames can relate what little he knows about the Shadowed Man to the group.

- He lives in the darkest of shadows and has been the cause of much grief in the City of Splendors as of late.
- From what he has heard, most of the government do not believe that he exists and is simply a figment of the imagination of a lot of "burgled" folks in the city.
- It is said that a small group of thieves entered the city several years ago and took residence. Opening a full fledged thieves guild in the city is the same as asking the headsman if he would kindly cut just behind the ears, so they have been operating secretly, quietly, for a while now.

Hopefully at this point, the PCs will be confused, troubled and a bit worried. Richard will be beside himself. He will quickly let the PCs know that it is VITAL that the Rod of Resurrection be found and brought to the temple for the Ambassador, he will ask them to begin to investigate.

Note that if the PCs are high enough level to cast the *resurrection* spell themselves, Richard will balk. The Rod is a family heirloom that has been passed down for generations in the family. That is the only thing that the Ambassador will want to bring him back.

A search of the embassy will only turn up one other clue. The scarf. Note that the scarf will not be useful for divinations or such as Whisper is completely guarded against them. Since he was the only one in contact with it, it will not allow any type of tracing, spying or other worldly contact to work for getting information about the Shadowed Man, Whisper, or the Shadowthieves.

When the PCs have run out of options, move them outside and prep them for Encounter Two- Bumps in the Twilight.

Encounter Two Bumps in the Twilight

NOTE - Before this encounter takes place it is important to know if there are any DRAGONSTONES in the party. If there are, then Whisper will make an appearance and try and steal at least one. If not, then completely REMOVE Whisper from this encounter. It is also important to note that at NO TIME will the PCs be able to determine that Whisper is in the crowd outside the Embassy. He is simply too good to be spotted in this manner. Wands of Enemy Detection, Paladin Detect Evil Skills, even True Seeing will not spot the Shadow Dragon in human form lurking amidst the crowd. It is simply NOT time to bring him visibly into the story yet.

The insistent rain that has plagued Waterdeep for over two weeks now is once more in the air. A light drizzle has begun to fall and the only positive effect it seems to be having is to slowly disperse the crowd that has gathered in front of the embassy. Moving through them to get to the street beyond you are startled when you hear a cry of "HALT!" from the Magistrate at the Embassy gates. A small group of men run through the crowd, crashing into (pick random party member) and then rush off again up the street.

When you pick up (party member that was crashed into), you realize that their purse is missing.

General Description -

The street that the Embassy is on runs north and south. Nine blocks north and 21 blocks south. The rain has come back and it appears to have one beneficial effect. It is closing the city early. Already people are starting to head in for cover that will make this chase a tad easier. There are alleyways every other block so it should be fairly easy for our bump thieves to make off with their ill-gotten gains if the PCs do not chase them.

Whisper -

See Whisper's stats at the end of this event. Remember that he will only be here if there is a DragonStone in the party.

Thieves - See COMBAT section of this encounter for Tiers.

Development -

Honestly, this encounter should NOT turn into a combat, however stats have been provided below if it comes to that. Basically the gist of this encounter is two fold -

A - Distract the PCs with the bump thieves. If there is no DragonStone in the party then the bump thieves simply serve the purpose of letting the PCs know that they exist and are about. After the PC is picked up they can spy the thieves racing off to the north. Unless they have ready *hold person* spells or such, they will pursue.

B - If the party takes any action regarding the thieves then Whisper gets to steal a DragonStone. For every round after the first that the PCs do not pursue, Whisper can remove a stone from the party. If there is only one then he will lift it and move on into the drizzle... unnoticed. If there is more than one stone then there is a decreasing chance that he will risk it. Each round there is a 25% less chance that he will risk removing a stone. So, round one, he will take one stone. Round Two he will take another stone 75% of the time. Round three he will take another one 50% of the time and so on and so forth while there are PCs with stones standing by and not actively chasing after the thieves.

Note that AT THE TIME OF THE THEFT THE PC WILL NOT NOTICE THE LOSS. Whisper is simply that good. If the stone is in an extra dimensional space, then Whisper will quietly remove the space, provided that it is feasible. A backpack will be cut to remove the *bag of holding* inside, however a *Heward's handy haversack* will not be lifted off of a person's back in order to accomplish the theft.

Whisper wants the dragon stones for two reasons. The first one is obvious; he wants the souls of his bretheren back to give to the Dark Queen. What he also wants to do however is to taunt the PCs with an act that they simply can do nothing about. He wants to show them that he is indeed the superior being, and stealing something of immense value to them is "his" way of doing it.

Now... back to the thieves....

If the PCs do not have a way of stopping the thieves cold (*hold person, hold monster, wall of force, iron bands of Billaro, rope of entanglement, etc*) then they will run three blocks north and head into an alley. From there they will attempt to climb the three-story dead end building trying to get to the rooftops. The problem that they are going to encounter is two fold.

A - Rain, rain, rain, will simply make the walls too slick to climb (IE, 25% penalty to climb walls checks)

B - They will have some very ticked off adventurers pursuing them.

Cornered, the thieves will back themselves against the wall and draw weapons. If the PC party looks formidable, they will drop weapons and surrender. However if the PCs appear weak or unsure of themselves then the thieves will press an attack with hopes of escaping during the confusion. Once the thieves have lost Rold (their leader) or half of the total force, they will drop weapons and surrender.

Combat

Note this combat only goes to Tier 3. Any group above Tier three will generate an automatic surrender.

Tier One -

Rold, hm T4: AL NE; AC 6 (Dex); MV 12; hp 14; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA backstab x2 damage; SD thieving skills; MR nil; Str 10; Dex 18; Con 13; Int 14; Wis 10; Cha 10; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

Background: Note - Only pertinent Thieving Skills are listed - PP 65%. HS 25%, CW 88%

Shadowthief Initiate (4), hm T2: AL NE; AC 6; MV 12; hp 10; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD thieving skills; MR nil; Dex 16; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

Tier 2

Rold, hm T4: AL NE; AC 6 (Dex); MV 12; hp 14; THAC0 20; #AT 1; Dmg 1d4 (dagger); SA backstab x2 damage; SD thieving skills; MR nil; Str 10; Dex 18; Con 13; Int 14; Wis 10; Cha 10; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

Background: Note - Only pertinent Thieving Skills are listed - PP 65%. HS 25%, CW 88%

Shadowthief Initiate (4), hm T3: AL NE; AC 6; MV 12; hp 15; THAC0 20; #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD thieving skills; MR nil; Dex 16; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

Tier Three

Rold, hm T6: AL NE; AC 4 (Dex + Studded Leather); MV 12; hp 30; THAC0 17; #AT 1; Dmg 1d6 (short sword); SA backstab x3 damage; SD thieving skills;

MR nil; Str 10; Dex 18; Con 13; Int 14; Wis 10; Cha 10; SZ M; ML 10.

Saves: PPD 12; RSF 12; PP 11; BW 15; Spells 13

Background: Note - Only pertinent Thieving Skills are listed - PP 65%. HS 50%, CW 95%

Shadowthief Initiate (4), hm T4: AL NE; AC 6; MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d6 (short sword); SA backstab x2; SD thieving skills; MR nil; Dex 16; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

At the end of the battle any surviving thieves will be reluctant to talk. The party only has 5 minutes of real time to get anything out of them. Intimidation, Bluffing, threatening to turn them over to the authorities and other things are all good ways to get them to talk. Rold (if he is still alive) will not talk at all. He has seen what the Shadowed Man does to loose lips and will remind his boys of this.

If in your opinion the PCs have worn down one of the thieves enough that he will talk they will find out the following. This is the same information that can be had with a *Speak with Dead* spell.

- He (Rold) told us that there would be decent pickings at the Embassy at around six bells past highsun.
- We would have gotten away clean if Rold had not botched a pick up (pick pockets roll) on one of the people in the crowd.
- We were working the crowd when the Magister yelled halt. At that point we ran just like we were taught.
- Rold had to be a big shot, and nab something on the run (the PCs purse or personal item).
- They ain't never seen the Shadowed Man. They get all of their orders from Rold.

Rold will not talk. However if he is dead, and a *Speak with Dead* is cast on him (he is a hostile subject, and gets a save vs spells), he can reveal everything above (in his own words to make it seem as though he did not botch the job) and the following:

- The man told me to be here at six bells past with a group for a pick
- He told me something was going down that would bring a good group and he was right
- He also mentioned that if anyone was to come OUT of the Embassy that they would be loaded and probably an easy pick too. I should be sure to try one of them.

- I have never been to the hideout. But the man said that soon I would be shown how to see it.

The last part, the "how to see it" part is tricky. Remember that the hideout is shrouded in an illusion to make it appear to be a run down hovel.

After five minutes of real time, the Magistrate and his troop of guards will arrive and take the bump thieves into custody. Once this happens question and answer time will be over and the PCs will be asked to move along.

Treasure -

Each thief has 22 gp on their person and a black scarf. The black scarf is a membership badge. Rold has a black scarf with silver thread around the edges. This scarf will detect as magical and if closely examined it can be determined that the cloth is barely transparent. This is a *shadow veil of vision* and is detailed at the end of the scenario.

Rold already has the KEY to see through the illusion he has just not been told where to look yet.

It is starting to get late and with the decreased traffic in the streets, the Magistrate will recommend that the PCs head back to where they are staying for the night. It might not be safe out here for strangers to Waterdeep.

Encounter Three There's a WHAT in the closet?

The pounding rain chases you down the street and soon you find yourself back at the Yawning Portal. Already the Inn is starting to fill up with regulars that were not here earlier in the day. With the rain in the city shutting things down left and right the prospects for an interesting night on the town look grim.

Glancing around the room you note that Durnan and his family are quickly serving orders and that their daughter has found you and your friends a table. Motioning you forward she smiles and takes drink requests...

NPC's - Same as before for the Yawning Portal, plus later on the Magistrate from Encounter Two and his guards. Also, NPCs that you get to create to spread rumors and such will be present to add your own bit of atmosphere to this event.

Development -

It is getting late at this point and the PCs will probably be interested in resting for the evening. Especially higher level clerics. They did not know that it was raining at the beginning of the scenario and they are going to want to rest so that they can memorize *call lighting*.

Allow the PCs time to relax and get comfortable back at the Yawning Portal. They can choose from any of the rooms on the top floor (see the maps several pages earlier). Some PCs may want to spend time down below in the bar. This is fine. Go ahead and let them roll once twice on the rumor chart (see back of scenario)

Make em up - Before this encounter beings grab a sheet of paper and jot down a few names of some of the patrons that you want to introduce to the party. This is YOUR chance to make Dragon's Deep YOUR scenario by spicing it up with your own creations. These will be the people that are chatting it up with the adventurers, providing rumors and answering questions about Waterdeep if they have any.

There are some simple rules to follow -

1 - Do not make them super high level. The PCs may be impressed by their knowledge; they do not need to be impressed by their power as well.

2 - The NPC will not "help" the characters out of any "jam" that they might have gotten in before the adventure. What this means is that they will not cast remove curses, wishes, resurrections or any other spells for the PCs to benefit them in any way. They are roleplaying tools, not fonts of infinite spells.

3 - The NPC should NOT be someone famous. Do not pull someone out of a Forgotten Realms book or bring in Mordenkainen or Bigby (or indeed anyone from Greyhawk, or Malatra, or Gothic Earth). This is your creation; don't plagiarize.

And finally

4 - The NPC will not give them any information that would be considered secret or otherwise would break the scenario. Use the rumors in the back of the event as a guide. The NPC will NOT list off the names and addresses of the secret Lords of Waterdeep, nor will they be one.

Have fun.

When the first PC finally decides to turn in for the night is when the fun begins. Allow them a look-see at the map and ask what room they would like to be in. Once they are up there, and comfortable you can read them the following.

The bed is comfortable and the steady pitter patter of rain on the window is comforting somehow. You are fairly certain the room is secure and you prepare to bed down for the evening.

Then you smell it. A coppery smell that you have scented before. Following your nose you soon drawn to the bed, and then under it. Pulling up the covers reveals the body of a young woman of some seventeen or so winters. She is quite dead, as her throat has been cut.

Cut Scene -

Read this to the people still in the bar below -

The doors to the Yawning Portal slam open and Magister Raymond and his guards enter. Three of the guards remain downstairs while Raymond and the remaining four head upstairs. They appear to be in a hurry.

The three guards that have remained below fan out, one covering the door that they just entered from while another one covers the door to the kitchen. The third guard moves over to Durnan and begins whispering in his ear. Glances are made in your direction as the hushed conversation takes place.

You get that itchy feeling that something may be up.

The Guards will speak professionally to anyone asking what is going on. They will politely ask that the person takes his or her seat and does not leave the bar. Anyone trying to leave the bar will be asked to sit down and remain seated. The PCs WILL be allowed to go upstairs if they try.

Back to the upstairs bedroom -

Allow the PC a few moments to register what is going on before they hear a pounding at their door. Of course it is Magister Raymond and his men.

"In the name of the Lords of Waterdeep I demand that this door be opened. We have reports of a crime that has been committed on these premises and have the right of entry to investigate," Magister Raymond calls through the door.

From here, it is entirely up to the PCs as to what will happen. Here are a few tips....

- Raymond is a reasonable person. If he can be convinced that there is NO way that the PCs could have done this then he will clear the body, order then to NOT leave town under any circumstance until this is cleared up and then depart. He will offer a bit of advice (see below).
- Raymond was tipped off that the PC committed a murder and is trying to hide the body.
- The tipster was anonymous and was delivered via a note that he lost in the rain on the way here.

Supporting Information -

- Durnan will tell Raymond that he has not seen the PCs since they left earlier in the day.
- The body is over a day dead, and there are NO bloodstains under the bed.
- Richard Renquest will, in the morning inform Raymond that the PCs arrived today. If the body is over a day dead, then they could NOT have done it.

Issues -

Initially, Raymond will insist that he take the PC into custody and remand them for trial in the morning. He is not above being reasoned with however he is also doing his job and this is fairly standard procedure. If ANY of the PCs show him disrespect it will only strengthen his resolve to hold the PC over for trial.

Talk and Investigate -

When the PCs finally convince Raymond that they are NOT cold-blooded killers he will have this to say.

"This is highly unusual," the Magister says as he twirls his braided beard around one finger. Motioning for the guardsmen to exit the room, he waits until they are gone and continues. "You shant be leaving our fair city until this matter is laid to rest. I am releasing you on the honor of your city since you are here on their business. I suggest you start your investigation this evening if you wish to remain free. Check with Danilo Thann as I have heard that he has some passing interest in this Shadowthieves business that has been bandied about.

"And... stay out of trouble."

He gives you directions to Lord Danilo Thann's residence, and departs.

Encounter Four Finding the Shadowed Man

They say that all paths lead to Waterdeep. Well now you are wondering if your path should have led somewhere else as you huddle in the alleyway having dodged your guardsman pursuers. The rain continues to fall, bringing an even damper mood than the one that already hangs over your group. This morning you were heroes from Ravens Bluff. Now, you are on the run and not even your own Embassy will help you.

Truly alone, in a city that you do not know.

"Hsssssssssssst!" you hear from deeper in the alleyway. "Gelda getcha outta da rain she willz. Yep, she willz." Looking down the alley you spy a hunched over old woman nursing a small fire under a lean too by a garbage bin. Waving to you she puts a pot of water over the fire and hunkers down on a small box that serves as her chair.

Laeral/Gelda, hf W25: AL CG; AC -4 (Dex 18, RoP +2, bracers of defense AC 2); MV 12; hp 46; THAC0 15; #AT 1; Dmg 1d4+3 (dagger +3); SA spells; SD spells; MR 5%; Str 10; Dex 18; Con 12; Int 18; Wis 15; Cha 16; SZ M; ML 20

Saves: PPD 2; RSF 3; PP 2; BW 2; Spells 4

Spells: 1st—magic missile x5; 2nd—(alter self), blur, ESP, forget x2; 3rd—dispel magic x2, fly, hold person, (nondetection); 4th—confusion, dimension door, ice storm, polymorph self, minor globe of invulnerability; 5th—Bigby's interposing hand, chaos, domination, passwall, teleport; 6th—disintegrate, mass suggestion, mislead, programmed illusion, true seeing; 7th—finger of death, limited wish, Mordenkainen's Sword, shadow walk, spell turning; 8th—Bigby's clenched fist, mass charm, mind blank, power word blind, prismatic wall; 9th—Bigby's crushing hand, power word kill, shape change, time stop x2.

Background: The Lady Mage of Waterdeep and the unofficial Lady Arunsun, Laeral is one of the most formidable spellcasters in the city. Former leader of the adventuring group the Nine, Laeral has acclimated herself well to the social intrigues and the power players of Waterdeep. Being slightly more forthright than the Blackstaff, she attends to matters of a less principled nature than her mate, in Waterdeep, Skullport, and the entire Realms.

She will often take disguises (such as Gelda here) to push a plot forward, help adventurers that are moving along the same path that she is and so forth.

Development -

Gelda's only "agenda" to speak of is stopping the Shadowthieves. She knows that there is more to this organization than meets the eye, but does not have enough information on them to lead Force Grey (the equivalent of the Advanced Specialist Patrol for Ravens Bluff) to the hideout. She wants the PCs to find it for them and if they are able, to take it out. As such, she will "help" the PCs who are in a jam and provide them with information that may lead them to the hideout.

Gelda knows the following -

- I sez doze Shadowz movin troo da night doncha know. They don't bother Gelda cause dey know Gelda don't got anything to bother them for.
- Gelda gets around she does. Ands a sez a lot when I do. The shadowz use the roo ftops to travel from place to place, which is how dey gets around da guardz so easy.
- I sez dem on the Pawns and in the courtyardz of the Pawns. Iffen you go dere you are likely to sez one of dem too. Followz dem and maybe you can get outsa da jamz dat yooze in.

Laeral has been out these past few nights in the pouring rain and has been watching for signs of the Shadowthieves. She knows that they congregate around the Gem House, which is just a few blocks north of where the PCs are now.

The Residence of Danilo Thann -

The estate of Danilo even in the rain radiates luxury. Apparently the stock that this young bard hails from is a good and wealthy one for the trappings of success are all about you as you are greeted and ushered to a small meeting room.

After a few moments a man in his early 30's enters. An amply muscled frame is dressed in elegant clothing at the height of fashion. Smiling he takes a seat with your group and speaks.

"I understand you wished to speak with me regarding a matter that I might find interesting? I am Danilo the Bard, at your service".

Danilo Thann -

Danilo always takes on a polite air when dealing with those that he does not know. Once he becomes more comfortable with the group he may engage in banter with the group if they stay long enough.

When the PCs bring up the Shadowthieves or the Shadowed Man, Danilo will say the following:

"For some time now I have believed that there is a secret organization running some of the local thieving concerns in the City of Splendors however I have not gotten enough support from others to see a full investigation launched. I know a bit about them, but have no real, solid proof that they exist other than rumors.

"Perhaps if we pool our resources we might be able to find them?"

Danilo knows the following:

- If there really is a Shadowthieves organization, then the rumored "ShadowedMan" certainly is running it.
- Other government officials have looked into the matter however they have not come up with any solid proof that anything exists
- Danilo himself has staked out the Gem House in Castle Ward several nights in a row and has not managed to see any activity. He spotted what he thought was a thief, however when he chased after him the thief lost him in the back alleys of the city.

If he is shown the silver threaded scarf, he will note that it has an enchantment about it of the divination sort.

Danilo will pay the PCs 500 gp each for information that will lead to the arrest of the Shadowed Man and the break up of his guild. He would prefer if the PCs were quiet about the investigation however so as to not alarm the citizens of Waterdeep.

The PCs should have enough information to trek out into the rain now and check out the Gem House.

Encounter Five Den of Thieves

The Gem House is a guild structure that has withstood the rain well this past tenday. Standing two stories tall it is obviously closed for business at this hour.

What you do find interesting to note however is that there is a figure standing on the rooftop. When he spots you he runs up the northern steeple of the roof and slides down the southern steeple. Jumping from the Gem House's rooftop he scrambles to the next roof and takes off to the north east.

Development -

The PCs have spied a shadowthief and if they are smart, are going to chase him. He is using the roof as the highway that all thieves use in the city and will run to the end of the street and drop off in an alley. The alley leads to a ramshackle building that is boarded up and not used.

That is of course what the Shadowed Man wants everyone to think. Using a powerful *veil* spell, he has created the illusion that the house is a ramshackle hut when in fact it is a two-story house. The *veil* is so strong that it actually has people in the area believing that the hut has always been there. They even would go so far as to complain as to why that eyesore remains in the Castle Ward, but will not do anything about it. When the PCs arrive at the hut read the following:

You run down the street in the direction that the figure when and when you finally stop you are in front of a ramshackle hut. The windows are boarded shut and it appears that the roof is about to cave in. There is NO sign of the thief anywhere.

Opening the door of the hut will reveal a one-room building with rats running across the floor. Disbelieving will not work. The vision is simply too powerful.

If a PC holds the *shadow veil* before his or her eyes, her or she sees something completely different.

Holding the veil before your eyes you see a two-story structure in remarkably good condition. There are lights on in the upper floors and it appears as though the door has been left ajar by a hasty entry.

Everyone that looks through the *shadow veil* will automatically disbelieve the illusion and be able to enter.

Slipping through the front door you enter a rather well kept entryway. To your left and right there are stairs leading to the upper floors and before you there is a large open area that is occupied.

Four men stand in the open area flanking a large fifth figure. Wearing a scarf like the one that you carry over his face like a veil, he motions for you to enter. ***“You have found a private residence. We would ask that you enter and identify yourselves.”***

As he says this, crossbow-men rush down the stairs and take up positions on the high ground, aiming their weapons in your direction.

Braxus (the large man) was told the PCs would be coming and has arranged a little reception for them. He is rather confident of his tactical position and that will account for his rather cocky behavior.

He will ask the PCs to hand over the scarf that they have that allowed them to see through the illusion that was laid over the area. At no time will he actually claim to be a shadowthief, even though he is the second in command.

He will present the PCs with the option to join the Shadowthieves even though he knows that they will not. When discussion has ended, he will nod. That is the signal to the crossbow men to fire, and for the attack to commence.

Tier One -

Braxus of the Shadowthieves, hm F2/T3: AL LE; AC 4; MV 12; hp 19; THAC0 18; #AT 1 or 2; Dmg 1d8 (longsword) or 1d3+1 (darts); SA backstab x2; SD thieving skills; MR nil; Str 16; Dex 18; Con 14; Int 12; Wis 10; Cha 10; SZ M (7 ft tall); ML 16.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15
Magic – *ring of protection* +2

Shadowthief Swordsman (4): Int Avg (10); AL NE; AC 6 (studded leather, dex); MV 12; HD 2; hp 10; THAC0 20; #AT 1; Dmg 1-6 (shortsword); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief Swordsmen are to work with Braxus to eliminate the enemy. They will wait until he engages one and then one of them will work to try and flank the engaged PC. The others will provide cover for these two while they whittle down the PC.

Shadowthief Archer (6): Int Avg (10); AL NE; AC 6; MV 12; hp 6; THAC0 18; #AT 1; Dmg 1-4(light crossbow); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief archers have orders to fire on anyone that appears to be casting spells. As such they will automatically HOLD their actions if they win initiative until they see what the PCs are doing. If any PCs begin to cast spells, then at least 2 archers will target them. Once all of the apparent spellcasters are eliminated, they will concentrate on other targets that are not in melee.

Tier Two -

Braxus of the Shadowthieves, hm F3/T4: AL LE; AC 4; MV 12; hp 30; THAC0 17; #AT 1 or 2; Dmg 1d8 (longsword) or 1d3+1 (darts); SA backstab x2; SD thieving skills; MR nil; Str 16; Dex 18; Con 14; Int 12; Wis 10; Cha 10; SZ M (7 ft tall); ML 16.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15
Magic – *ring of protection* +2

Shadowthief Swordsman (4): Int Avg (10); AL NE; AC 6 (studded leather, dex); MV 12; HD 2; hp 10; THAC0 20; #AT 1; Dmg 1-6 (shortsword); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief Swordsmen are to work with Braxus to eliminate the enemy. They will wait until he engages one and then one of them will work to try and flank the engaged PC. The others will provide cover for these two while they whittle down the PC.

Shadowthief Archer (6): Int Avg (10); AL NE; AC 6; MV 12; hp 6; THAC0 18; #AT 1; Dmg 1-4(light crossbow); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief archers have orders to fire on anyone that appears to be casting spells. As such they will automatically HOLD their actions if they win initiative until they see what the PCs are doing. If any PCs begin to cast spells, then at least 2 archers will target them. Once all of the apparent spellcasters are eliminated, they will concentrate on other targets that are not in melee.

Tier Three -

Braxus of the Shadowthieves, hm F4/T5: AL LE; AC 4; MV 12; hp 50; THAC0 16; #AT 1 or 2; Dmg 1d8 (longsword) or 1d3+1 (darts); SA backstab x2; SD thieving skills; MR nil; 16; Dex 18; Con 14; Int 12; Wis 10; Cha 10; SZ M (7 ft tall); ML 16.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15
Magic – *ring of protection* +2

Shadowthief Swordsman (4) T4: Int Avg (10); AL NE; AC 6 (studded leather, dex); MV 12; HD 2; hp 20; THAC0 17; #AT 1; Dmg 1-6 (shortsword); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief Swordsmen are to work with Braxus to eliminate the enemy. They will wait until he engages one and then one of them will work to try and flank the

engaged PC. The others will provide cover for these two while they whittle down the PC.

Shadowthief Archer (6) T4: Int Avg (10); AL NE; AC 6; MV 12; hp 20; THAC0 16 #AT 1; Dmg 1-4 (light crossbow); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief archers have orders to fire on anyone that appears to be casting spells. As such they will automatically HOLD their actions if they win initiative until they see what the PCs are doing. If any PCs begin to cast spells, then at least 2 archers will target them. Once all of the apparent spellcasters are eliminated, they will concentrate on other targets that are not in melee.

Tier Four -

Braxus of the Shadowthieves, hm F7/T8: AL LE; AC 3; MV 12; hp 72; THAC0 14; #AT 3/2 or 3; Dmg 1d8 (longsword) or 1d3+1 (darts); SA backstab x2; SD thieving skills; MR nil; Str 16; Dex 18; Con 14; Int 12; Wis 10; Cha 10; SZ M (7 ft tall); ML 16.

Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13
Magic – *ring of protection* +2

Shadowthief Swordsman (4) T5: Int Avg (10); AL NE; AC 6 (studded leather, dex); MV 12; HD 2; hp 26; THAC0 16; #AT 1; Dmg 1-6 (shortsword); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief Swordsmen are to work with Braxus to eliminate the enemy. They will wait until he engages one and then one of them will work to try and flank the engaged PC. The others will provide cover for these two while they whittle down the PC.

Shadowthief Archer (6) T4: Int Avg (10); AL NE; AC 6; MV 12; hp 20; THAC0 16 #AT 1; Dmg 1-4 (light crossbow); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10.

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief archers have orders to fire on anyone that appears to be casting spells. As such they will automatically HOLD their actions if they win initiative until they see what the PCs are doing. If any PCs begin to cast spells, then at least 2 archers will target them. Once all of the apparent spellcasters are eliminated, they will concentrate on other targets that are not in melee.

Tier Five and Six-

Braxus of the Shadowthieves, hm F10/T12: AL LE; AC 3; MV 12; hp 100; THAC0 9; #AT 3/2 or 3; Dmg 1d8 (longsword) or 1d3+1 (darts); SA backstab x2; SD thieving skills; MR nil; Str 16; Dex 18; Con 14; Int 12; Wis 10; Cha 10; SZ M (7 ft tall); ML 16.

Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11
Magic – *ring of protection* +2

Shadowthief Swordsman (4) T8: Int Avg (10); AL NE; AC 4 (studded leather, dex); MV 12; HD 8; hp 48; THAC0 142; #AT 1; Dmg 1-6 (shortsword); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10
Saves: PPD 12; RSF 12; PP 11; BW 15 Spells 13

The Shadowthief Swordsmen are to work with Braxus to eliminate the enemy. They will wait until he engages one and then one of them will work to try and flank the engaged PC. The others will provide cover for these two while they whittle down the PC.

Shadowthief Archer (6) T7: Int Avg (10); AL NE; AC 6; MV 12; hp 35; THAC0 16 #AT 1; Dmg 1-4 (light crossbow); SA backstab x2; SD thieving skills; MR nil; SZ M; ML 10

Saves: PPD 13; RSF 14; PP 12; BW 16; Spells 15

The Shadowthief archers have orders to fire on anyone that appears to be casting spells. As such they will automatically HOLD their actions if they win initiative until they see what the PCs are doing. If any PCs begin to cast spells, then at least 2 archers will target them. Once all of the apparent spellcasters are eliminated, they will concentrate on other targets that are not in melee.

When the PCs have defeated the Shadowthieves read the following:

The last of the Shadowthieves have fallen and you pause to catch your breath. A low chuckle sounds from upstairs and from the lower area you manage to catch a glimpse of a leather-clad man slipping up a ladder through a skylight to what is probably the roof.

Encounter Six Across the roofs of Waterdeep

Racing up the stairs the PCs will discover the skylight is open and rain is pouring in. Looking out they will see

the Shadowed Man himself, perched on a rooftop, Practically begging the PCs to follow... and the chase is on. In the rain and lightning and storms of Waterdeep, over the roof tops with a perilous fall below to greet the slippery of feet.

Perched on the edge of the roof is an incredibly thin, incredibly tall man clad in deepest black leather armor. Rain flecks off of stringy black hair that mirrors a face with eyes devoid of color of any kind. Cracking a sinister smile he turns and jumps.

This is a leap unlike any you have seen before. With the grace of a cat he flies across the gap between the buildings and lands on the rooftop and begins running some forty feet away.

The only NPC in this encounter is Whisper himself. He is detailed fully at the end of this scenario.

Development -

Whisper is playing a game. He wants to see if the PCs have what it takes to follow him. If not then maybe he was mistaken about their resolve. If they do, then this should be a fun chase.

He can leap up to 50 feet across distances and that is what he is doing. The first leap (from the top of the hideout across the main street) should be fairly impossible for most PCs to accomplish.

From here, the chase is on. If the PCs are chasing him over the rooftops, be sure to describe the crashing storm all around them with plenty of lightning, thunder and the slipperiness of the rain all around them.

The mechanics for the chase are very simple. It is assumed that most PCs can make a five-foot jump across a gap with no trouble.

PCs that must jump across a 10-foot gap must make a Jumping Prof check OR a Dex check at +2 (a penalty) to the die roll.

PCs that must jump across a 20-foot gap must make a Jumping Prof check at +2 (a penalty) OR a Dex check at +6 (a penalty) to the die roll.

PCs that must jump across a 30-foot gap must make a Jumping Prof check at +4 (a penalty) OR a Dex check at +10 (a penalty) to the die roll.

If the PC ever misses the check then allow them ONE more. If they succeed in the check then they have

managed to catch onto the edge of the roof and can drag themselves up the following round.

If the PC misses BOTH rolls then they fall, taking 2d6 hp of damage.

Whisper will not stop for anything. If PCs are throwing spells at him allow him an MR check and if he succeeds, he slaps the spell aside and keeps going. If they are firing missile weapons he will take a half move and slap the missiles aside (save vs petrification) and then continue moving. He will not stop until he reaches the Yawning Portal rooftop.

Leaping once more high into the air the leather clad demon that has lead you on this merry chase dives headlong through the roof. You hear a crash of glass and then screams from inside the building.

If they have followed him all the way across the roof's. then:

Looking down through the broken skylight you see the main room of the Yawning Portal. People are gathered around the center of the room, looking down into the well and then up at the broken skylight.

The well that leads to the Undermountain.

If the PCs followed him on the ground.

Opening the door to the Yawning Portal for the third time today you see people gathered around the center of the room, looking downward and then upward at the broken skylight. The crowd parts as you enter and you see that they were gathered around the well.

The well that leads to the Undermountain.

"Damn it," you hear from the bar. Looking over you note that Durnan has grabbed a broom and is beginning to walk toward the mess. "Son of a bear did not even pay his gold piece entry fee...."

Encounter Seven Into the Undermountain

Smart parties will pause here to take stock of their situation. At this time, if a PC used to own a DragonStone now would be a good time to tell him or her that it is missing. If the PCs rest for the night, then Whisper will have a chance to heal any wounds and be fully rested (full compliment of spells if he used any)

when the PCs arrive. But when everything is said and done... if the PCs want to recover the Rod then they need to head down.

Durnan waves his hand as you start to hand him gold for your passage into the depths of the Undermountain. "Be sure to bring back a coin or two to pay for my skylight, and the head of the jackal that did it, and you are paid in full." He says with a smile as he harnesses up the first person and begins to lower them down the one hundred and forty-five fateful feet.

Moving into the darkness you pass through a drafty area and then darkness descends in the area. A few moments later you land with a soft thump on hard dirt. Welcome to the Undermountain, Faerun's most famous dungeon.

Development –

The Shadowdragon Prince Whisper has set up this section of the Under Mountain to be his own personal hunting ground. Realizing that the way this area was laid out that it would not allow him to take advantage of his draconian abilities, he thought of a new tactic.

One hundred feet down there is a paper-thin *portal* that is covered with the illusion of going down the tunnel. Passing through the portal leads to a small pocket dimension that Whisper has set up as his hunting ground. The first rooms of the area look enough like the original Undermountain rooms that no one has noticed. Those that have been down here before were placed on the top of Whisper's "food" list and were quickly picked off from the rest of the party.

Location One – The Entryway -

Standing in this forty foot round circular room you feel as though you are in any other dungeon that you have been in during your adventuring career. The musky smells of old wood and stone are familiar reminders of adventures long ago. The hard dirt is littered with sticks, some bones and a small shield in the southern corner by the opening. The opening in the southern wall leads off into the darkness.

There is nothing of interest in this area. The small shield is dented and unusable.

Location Two – Hall of the Vanquished

Shields from all over the Realms decorate this hall's walls. A sharp spike through the top of each one holds them in place. Each one bears the dents and in some cases holes that show that they were used one last time before arriving in this bizarre museum.

Each of these shields belongs to someone that has fallen to Whisper in battle over the centuries. He saw a similar room like this in the REAL Under Mountain and was so entranced that he realized he HAD to have one of his own.

All of the shields bear signs of use and if each one is inspected, it can be learned how it was removed from the warrior that held it. Some are dented on one side (denoting a sideswipe that knocked it out of the hands) and some have a hold in them (showing the effect of a magical bolt that blew through it to strike the person holding it). Many of them have dried blood on them.

The farther a person gets down the hall, the newer the shields are. The shields only go $\frac{3}{4}$ of the way through the hall. Apparently there is room for more here. There are empty spikes every five feet along the walls that are empty, waiting for a new trophy to add to the collection.

Location Three – Writing on the Wall

Scratched into the wall are strange markings that look like writing of some kind. They appear to be hastily scrawled. There is writing and then an arrow pointing east, and writing and then an arrow pointing west.

Whisper believes that knowing one's enemies is the first step to defeating them. If they know the language or can read it, then he knows a bit more about them. The language is Draconian. The first mark that leads to the west says "Dual" and the second mark that leads to the east says "Dire".

Location 4 – Dual

This room is dimly lit by small globes in the ceiling some 50 feet overhead. Three quarters of the room is so ft, white sand. Standing in the middle of the room is the leather-clad figure that you saw earlier. Smiling, he draws a shadowy looking blade and beckons you forward.

The sand is real and so is the room. The only thing that is NOT real is Whisper. This is a powerful vision that he has created that has one very deadly property. And one that **cannot** be seen through with *true seeing* or other illusionary detection techniques.

If a PC enters into combat with the vision, then use the stats that are located later in the event for Whisper himself. Stepping on the sand or entering into combat with the vision is considered believing in the illusion and unless someone else convinces the PC that this is not real then he or she will think that it is.

All he will do the entire time during is parry. He will allow ONE strike per attack routine to get through. The trick is this. Each strike that gets through his parries (or would have naturally struck) does damage to the person striking. They do not feel it nor do they see the effect. Their friends WILL see the slash or the crushing blow appear on them. Keep track of how many hit points of damage the PC does to him or herself. When the PC falls below 0 hit points they pass out. Thereafter until a *heal* spell or equivalent effect is used on them they will be at -2 for all rolls (to hit, saves, etc) for the remainder of the time they are in Under Mountain.

If anyone else moves forward to assist, then a duplicate image will split off and face the person. This continues for as many people that wish to enter combat. If the image is ignored then it can literally be walked right through.

Touching a person's wounds and showing them blood or some other way will dispel the illusion for them.

When everyone knows that the illusions are just that, the image/s will smile, bow, and vanish.

Treasure -

If the party searches the area carefully, they may stumble on a small stone. This stone is a *pink rhomboid ioun stone*. When thrown into the air it will circle around the person's head and provide +1 to saving throws vs. breath weapon attacks.

Location Five – Twisty Turvey

This tunnel seems to twist and turn in all manner of directions. First you moved twenty feet and then turned to the left and soon after you moved another sixty feet and turned to the right. Left and right and right and left and left and right you have turned and still there does not seem to be an end in sight.

Another of Whisper's illusions. He has affected this area of the hallway with a variant of the *hallucinatory terrain* spell. Anytime the PC look behind them they can see the beginning of the tunnel just about twenty to thirty feet away from them.

The trick is that they need to find a way to see the tunnel as it truly is. The *scarf of vision* or a *true seeing* spell will allow them to see that the tunnel is only a hundred or so feet long. Using either of these will allow a person to lead the rest of the party through the twisted halls without incident.

Location Six – Kill Zone

You are standing before a long hallway. There are tiles five across (and two feet wide each) as you start down the hall. A third of the way through, the outermost tiles disappear and are replaced by a grayish bubbling liquid. Looking ahead two thirds of the way down the hall you see that the two outermost tiles have vanished and have been replaced with the bubbling liquid. The two foot wide walkway leads to a dark opening at the far end of the hall.

If people have gotten this far then Whisper knows that they mean business. He is waiting for them at the far end of the hall in dragon form.

The grayish liquid is a slow working acid that is corrosive to flesh only. Immersion of any body part into the acid causes 1d3+1 hp of damage per round per tier for 3 rounds. There really is VERY little danger of the PCs falling into the stuff, however it is there to keep them on the little path. The little path is very important to Whisper.

Once there is a large group of PCs on the smallest of the paths or one of the PCs is about to completely cross into the next room, read the following.

A deep, whisper of a voice echoes in the room. “Have you ever carved wood before little friends? Taken your knife and sliced, and chipped and eaten away at the wood until either it is the way you want it, or there is nothing left?”

The voice pauses and at the very end of the hall a dark, shadowy snout presses its way through the opening. Glittering eyes watch you with a cruel intelligence. “Tis time to whittle...” it whispers as a inky cloud of blackness of envelops the hallway.

Per the Monstrous Manual –

Breath Weapon/Special Abilities: A shadow dragon's breath weapon is a cloud of blackness that is 40 feet long, 30 feet wide, and 20 feet high. Creatures caught in the cloud are blinded for one melee round and lose $\frac{3}{4}$ (round up) of their life energy (levels or Hit Dice); a successful saving throw vs. breath weapon reduces the loss to $\frac{1}{2}$ (round up). The life energy loss persists for a number of turns equal to half of the hit dice (round down) of the dragon. Negative plane protection spells prevent this life energy loss.

Whisper will withdraw his head after he breathes, and move to the shadows of his lair, leaving the PCs to recover from his devastating attack.

Location LAIR – Shadows Decend

(use DM Aid Seven)

The cavern is a large one, which is to be expected considering the occupant. Dimly lit by glowing orbs in the various corners of the room, there are shadows everywhere.

Also very appropriate considering who lives here.

Easily 400 east/west and 200 feet north/south this room has a ceiling height of at least 200 feet. As you look from the east to the west of the room you note that it slowly moves uphill. Every so often the level of the floor raises, sometimes smoothly and sometimes there is a slight (no more than five feet) climb to get to the next tier.

Standing two hundred or so feet away from you is the leather-clad man that you have come to know as the Shadowed Man.

This is Whisper's Shadow Simulacrum. In all ways it is "him" except that it is "half" of him. All stats and such are reduced by half for all tiers for purposes of what it can do. It will not attack doing nothing but parry and dodge, trying to avoid blows and take up damage that would have gone to its master.

On the map, the black **D** is where Whisper really is. He is waiting for the PCs to move forward and attack his shadow so that he can *dimension door* to the center of the party and backstab someone. Once this has happened he will (on the next round) *dimension door* BACK to the top tier of the room and await the party.

He will say nothing to the PCs, as that would give away his position. He will simply motion them forward and draw forth a shadowy blade. The shadow's blade is a normal one that has been painted to look like the real *shadowblade*.

When the PCs commence the attack (on the shadow) and before he does his *dimension door*, read the following:

“I would have thought that you would have learned by now,” the swiftly moving figure says as it parries and dodges blow after blow, “that NOTHING is as it seems!”

He will cast *dimension door* to appear behind a PC, backstab, then use *dimension door* to get back. From

there, go to the individual tier descriptions for the rest of his tactics.

Tier One –

Valerandak Shadius (Whisper), Shadow Dragon Prince T7 / Adult Shadow Dragon: AL LE; AC 0; MV Human form 18, Jp 5, Dracoform - 18, Fl 30 (D), Jp 3; hp 66; THAC0 12; #AT 3+; Dmg Human form 1d8+3 (shadowblade), Draco Form 1-6+8/1-6+8/3-18+8 (claw/claw/bite); SA spells, thieving skills, draconian abilities, backstab; SD thieving abilities, draconian abilities; MR 30%; Str 23; Dex 19; Con 20; Int 18; Wis 14; Cha 16; SZ Human form - M (7 ft tall), Draco Form - G (68 feet long); ML 20.

Saves: PPD 7; RSF 9; PP 8; BW 8; Spells 10

Wizard Spells: 1st— *darkness* (reverse of *light*) x2; 2nd—*darkness 15 ft. radius* x2; 3rd—*fly, suggestion*

Innate abilities: *mirror image* 3x per day, *dimension door* 2x per day.

Magic: *short sword of shadow* +3

After he has done his backstab (x2 damage) routine, he will activate his *mirror image* ability and then brace for attack. He will NOT shift into draconian form in tier one.

Tier Two –

Valerandak Shadius (Whisper), Shadow Dragon Prince T8 / Adult Shadow Dragon: AL LE; AC -1; MV Human form 18, Jp 5, Dracoform - 18, Fl 30 (D), Jp 3; hp 77; THAC0 10; #AT 3+; Dmg Human form 1d8+3 (shadowblade), Draco Form 1-6+8/1-6+8/3-18+8 (claw/claw/bite); SA spells, thieving skills, draconian abilities, backstab; SD thieving abilities, draconian abilities; MR 35%; Str 23; Dex 19; Con 20; Int 18; Wis 14; Cha 16; SZ Human form - M (7 ft tall), Draco Form - G (68 feet long); ML 20.

Saves: PPD 7; RSF 9; PP 8; BW 8; Spells 10

Wizard Spells: 1st— *darkness* (reverse of *light*) x2; 2nd—*darkness 15 ft. radius* x2; 3rd—*fly, suggestion*; 4th—*ice storm, shadow monsters*.

Priest Spells: 1st—*command*.

Innate abilities: *mirror image* 3x per day, *dimension door* 2x per day.

Magic: *short sword of shadow* +3

After he has done his backstab (x2 damage) routine, he will activate his *mirror image* ability and then brace for the attack. He will NOT change to draconian form in Tier Two.

Tier Three -

Valerandak Shadius (Whisper), Shadow Dragon Princem T10 / Old Shadow Dragon: AL LE; AC -2;

MV Human form 18, Jp 5, Dracoform - 18, Fl 30 (D), Jp 3; hp 88; THAC0 8; #AT 3+; Dmg Human form 1d8+3 (shadowblade), Draco Form 1-6+8/1-6+8/3-18+8 (claw/claw/bite); SA spells, thieving skills, draconian abilities, backstab; SD thieving abilities, draconian abilities; MR 35; SZ Human form - M (7 ft tall), Draco Form - G (68 feet long); ML

Stats: Str 23; Dex 19; Con 20; Int 18; Wis 14; Cha 16

Saves: PPD 7; RSF 9; PP 8; BW 8; Spells 10

Wizard Spells: 1st— *darkness* (reverse of *light*) x2; 2nd—*darkness 15 ft. radius* x2; 3rd—*fly, suggestion*; 4th— *ice storm, shadow monsters*; 5th—*demi-shadow monsters, shadow magic*.

Priest Spells: 1st—*command* x2.

Innate abilities: *mirror image* 3x per day, *dimension door* 2x per day, *nondetection* 3x per day.

Magic: *short sword of shadow* +3

After he has done his backstab (x3 damage) routine, he will activate his *mirror image* ability. Then, if there is time, he will cast *ice storm* on the oncoming foes to soften them up. Then he will brace for the charge and attack. One round before you think the PCs will take him out, he will transform (free action at the end of the round) into his full draconian form.

Tier Four –

Valerandak Shadius (Whisper), Shadow Dragon Princem T12 / Very Old Shadow Dragon: AL LE; AC -6; MV Human form 18, Jp 5, Dracoform - 18, Fl 30 (D), Jp 3; hp 102; THAC0 6; #AT 3+; Dmg Human form 1d8+3 (shadowblade), Draco Form 1-6+8/1-6+8/3-18+8 (claw/claw/bite); SA spells, thieving skills, draconian abilities, backstab; SD thieving abilities, draconian abilities; MR 45%; Str 23; Dex 19; Con 20; Int 18; Wis 14; Cha 16; SZ Human form - M (7 ft tall), Draco Form - G (68 feet long); ML 20.

Saves: PPD 4; RSF 6; PP 5; BW 4; Spells 7

Wizard Spells: 1st— *darkness* (reverse of *light*) x2; 2nd—*darkness 15 ft. radius* x2; 3rd—*fly, suggestion*; 4th— *ice storm, shadow monsters*; 5th—*demi-shadow monsters, shadow magic*; 6th—*chain lightning, globe of invulnerability*.

Priest Spells: 1st—*cure light wounds* x3.

Innate abilities: *mirror image* 3x per day, *dimension door* 2x per day, *nondetection* 3x per day.

Magic: *short sword of shadow* +3

After he has done his backstab (x4 damage) routine, he will activate his *mirror image* ability. Then if there is time, he will cast his *globe of invulnerability* spell to protect himself from enemy spellcasters. If combat is fierce in his area, he will cast *chain lightning* on the closest person, relying on his magic resistance to protect

him. When he is down to 20 or lower HP he will transform into his draconian form and attack.

Tier Five –

Valerandak Shadius (Whisper), Shadow Dragon Princem T15 / Venerable Shadow Dragon: AL LE; AC -8; MV Human form 18, Jp 5, Dracoform - 18, Fl 30 (D), Jp 3; hp 176; THAC0 4; #AT 3+; Dmg Human form 1d8+3 (shadowblade), Draco Form 1-6+8/1-6+8/3-18+8 (claw/claw/bite); SA spells, thieving skills, draconian abilities, backstab; SD thieving abilities, draconian abilities; MR 45%; Str 23; Dex 19; Con 20; Int 18; Wis 14; Cha 16; SZ Human form - M (7 ft tall), Draco Form - G (68 feet long); ML 20.

Saves: PPD 4; RSF 6; PP 5; BW 4; Spells 7

Wizard Spells: 1st—*darkness* (reverse of *light*) x4; 2nd—*darkness 15 ft. radius* x2; 3rd—*fly, suggestion*; 4th—*ice storm, shadow monsters*; 5th—*demi-shadow monsters, shadow magic*; 6th—*chain lightning, globe of invulnerability*.

Priest Spells: 1st—*cure light wounds* x3, *hold person*.

Innate abilities: *mirror image* 3x per day, *dimension door* 2x per day, *nondetection* 3x per day, *shadow walk* 2x per day.

Magic: *short sword of shadow* +3

Whisper takes the kid gloves off in Tier Five. After he has done his backstab (x4 damage) routine, he will activate his *mirror image* ability. Then if there is time, he will cast his *globe of invulnerability* spell to protect himself from enemy spellcasters. If combat is fierce in his area, he will cast *chain lighting* on the closest person, relying on his magic resistance to protect him. When YOU think that he can do the most damage, he will transform to draconian form and attack.

Tier Six –

Valerandak Shadius (Whisper), Shadow Dragon Princem T20 / Great Wyrm Shadow Dragon: AL LE; AC -12; MV Human form 18, Jp 5, Dracoform - 18, Fl 30 (D), Jp 3; hp 300; THAC0 2; #AT 6+; Dmg Human form 1d8+3 (shadowblade), Draco Form 1-6+14/1-6+14/3-18+14 (claw/claw/bite); SA spells, thieving skills, draconian abilities, backstab; SD thieving abilities, draconian abilities; MR 45%; Str 23; Dex 19; Con 20; Int 18; Wis 14; Cha 16; SZ Human form - M (7 ft tall), Draco Form - G (68 feet long); ML 20.

Saves: PPD 4; RSF 6; PP 5; BW 4; Spells 7

Wizard Spells: 1st—*darkness* (reverse of *light*) x4; 2nd—*darkness 15 ft. radius* x4; 3rd—*fly, haste, lightning bolt, fireball*; 4th—*ice storm, shadow monsters*; 5th—*demi-shadow monsters, shadow magic*; 6th—*chain lightning, globe of invulnerability*.

Priest Spells: 1st—*cure light wounds* x3, *hold person* x3.

Innate abilities: *mirror image* 3x per day, *dimension door* 2x per day, *nondetection* 3x per day, *shadow walk* 2x per day, *create shadows* 3x per day.

Magic: *short sword of shadow* +3

Whisper in Tier 6 is a sight to behold. Under the effects of a *haste* spell, and already using his *mirror image* ability, he is waiting in the shadows. After he has done his backstab (x5 damage) routine (which is especially scary when 2d4 of him appear and backstab), he will activate his *summon shadows* ability. Then if there is time, he will cast his *globe of invulnerability* spell to protect himself from enemy spellcasters. If combat is fierce in his area, he will cast *chain lighting* on the closest person, relying on his magic resistance to protect him. When YOU think that he can do the most damage, he will transform to draconian form and attack.

When the great beast is finally destroyed, read the following:

Screaming with rage the creature known as the shadow dragon prince literally begins to fall apart as pieces of his shimmer, shift and flit off into the shadows of the room. With a resounding BOOM he finally explodes, sending shards of shadow everywhere.

In the crater that is left over, a small onyx stone lays quietly.

Treasure –

The most obvious treasure is the *Dragon Stone, Onyx*. Other treasures to be found in this area are the *short sword of shadow* and in his treasure trove they will find the *rod of resurrection, cloak of the flying knight, and a shield* +X.

Encounter Eight Closing Comments

Richard babbles on... which is how this whole adventure started, about how nice it is to have the ambassador back. Upon leaving Under Mountain you brought the Rod back to the Embassy and the ceremony was performed. Currently the ambassador has not even said thank you, as he is still tied up in the delicate negotiations with Calimishan.

Sometimes tales are circular and this one is no exception as you find yourself in the Yawning Portal

recounting your adventures with Richard Renquest and Danilo Thann. While Renquest is being nothing but irritating the young noble Thann is being the perfect host, serving drinks and otherwise making sure that everyone is comfortable as he takes down the information.

Danilo says, “I am quite certain that word of this deed is going to get around. Not the saving of the ambassador, but the saving of a city from the likes of a shadow dragon. Certainly Waterdeep is in your debt and I am quite certain that the City of Splendors always pays its debts.”

“..... and he was all happy and everything when we first saw him awake,” you hear Richard say, apparently talking to Durnan now. “And you know, he said the oddest thing. He said the blasted dragon talked to him right before he died. “And no one will find my brother in the heart of Westgate,” he said...

Rewards –

- 1,000 gp from the Lords of Waterdeep
- The Lords of Waterdeep will grant one free *resurrection* to the party in honor of them dealing with the Shadowthieves. The *resurrection* MUST be used on someone that died during *Dragon’s Deep*.
- Danilo will sponsor a bard in the party to the Waterdeep Bard’s College – (see certificate)
- Word will travel back to Ravens Bluff about the deeds of the adventurers (i.e. +1 fame in general)

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Special note: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9 and 10
Tier 6:	Character levels 11+

Introduction

Talk with Patrons and Richard to gain information about Waterdeep	25 xp
---	-------

Encounter Two

Stop the bump thieves	50 xp
Pump the thieves for information before the Magister takes them away	25 xp

Encounter Three

Work with the Magister to avoid being arrested	100 xp
--	--------

Encounter Four

Gain information from Gelda and Danilo	50 xp
--	-------

Encounter Five

Defeat the Shadowthieves	50 xp
--------------------------	-------

Encounter Six

Chase Whisper back to the Yawning Portal	25 xp
--	-------

Encounter Seven

Location Two – Figure out the secret of the Dual	50 xp
Location Five - Bypass the Twisting Tunnel	25 xp
Location Lair – Defeat Whisper	400 xp
Total experience for objectives	800 xp
Discretionary roleplaying award	0-500 xp

Total possible experience 1,300 xp

Tier Two	2,600 xp
Tier Three	3,900 xp
Tier Four	5,200 xp
Tier Five	6,500 xp
Tier Six	7,800 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Two

- *Shadow veil of illusion* (Value 2,000 gp, Unusual): This veil (scarf with straps to wrap it around a face) was created by the shadow dragon Whisper so that his underlings could see through the illusions that he created. When worn, it allows the user to see through illusions created by dragons as if they were affected by a *true seeing* spell. It will only work for a limited amount of time after the Whisper dies. As such, it stops working and dissolves on August 1st, 2001.

Encounter Five

- *Ring of protection +2* (Value 8,000 gp)

Encounter Seven

- **Dragon Stone - Onyx** (Value 50,000 gp, Rare): Containing the soul and "shen" of a legendary shadow dragon, this is one of the thirteen Dragon Stones of legend. The area around the bearer of the onyx is always slightly in shadow and the smell of light smoke permeates the area, The onyx bears the power of a *ring of nondetection* (casts *nondetection* twice per day with two hour durations per use) and has the following powers which it can call forth once per day each: *mirror image*, *enervation*, and *shadow conjuration* (2e: *demi-shadow monsters*). These powers are all cast as by a 12th level caster.

All chromatic dracoforms will attack the bearer of the Onyx Dragon Stone on sight unless other forces prevent them from doing so. Only two dragonstones can be possessed by any one character, and only one of a given type. Dragon Stones that cancel out the "area" affect cause all powers of both Dragon Stones to stop functioning. This happens if they are within 10 feet of one another. Unstable at best, the item will probably stop working at some point in time. The Dragon Stone creates a spiritual bond with the bearer that is apparent to other dragons. Therefore no matter "where" the stone is hidden (even in extra-dimensional spaces or of the person is protection by non-detection magic), dragons will know that it is there. Only upon trade or transfer of the stone is this bond broken, and then it is established on the new owner. Finally, there can be only one Dragon Stone - Onyx at a table during an adventure. If there are more than one, all cease to function for that adventure.

- *Short sword of shadow +3* (Value 14,500 gp, Unusual): This blade is crafted from an unknown material that seems to absorb all light that shines upon it. Bearing a +3 enchantment, the blade also has one other unusual property. Once per day it allows the user to *dimension door* from one shadowed location to another within 120 feet. There must be shadows in both areas in order for this power to work.
- *Cloak of the flying knight* (Value 8,000 gp, Unusual): Normally this cloak offers a deflection bonus of +2 to armor class. However, when worn by a paladin it's true powers shine. When a dragon is within 1,000 feet of the paladin wearing the cloak, the wearer can *fly* (as per the spell), matching the dragon's speed and maneuverability

class for 3 turns. When there are no true dragons around, the cloak remains +2 in value.

The dragon must be specifically written into the text of any adventure where this power is used, and the user must have seen the dragon before using the power. The cloak does not tell the wearer if there is a dragon within range.

- +__ Large Steel Shield (Value 16,300 gp, Unusual): This shield grants +1 armor bonus to AC for every 4 levels of the user, up to a maximum of +4.

Encounter Eight

- 1,000 gp from the Lords of Waterdeep
- 1,500 gp from the city of Ravens Bluff
- The Lords of Waterdeep will grant one free *resurrection* to the party in honor of them dealing with the Shadowthieves. The *resurrection* spell MUST be used on someone that died during *Dragon's Deep*. There is no cert for this.
- **Sponsorship to the Bards College** – Danilo Thann took notice of you during your time in Waterdeep and has sponsored you as a “traveling student” of the Bards College. This requires that you spend a total of 10 time units per year. In return it grants you a +1 competence bonus to Perform skill checks (2E: +1 bonus to performance-related non-weapon proficiency checks). You may now use the title of a Traveling Troubadour of Waterdeep.

To be sponsored, the character must be a bard.

Fame

Word will travel back to Ravens Bluff about the deeds of the adventurers (i.e. +1 fame in general)

Knightly Rewards

+1 Chivalry Point to knights that worked to preserve the peace and help save the trade negotiations by finding the *rod of resurrection*

DM Aid One: Waterdeep

Taken from *A Grand Tour of the Realms* by Ed Greenwood and Jeff Grubb

Waterdeep, the City of Splendors, is the most important and influential city in the North and perhaps all of Faerun. For this reason it is considered part of the Heartlands of the Realms, even though it lies one hundred and fifty miles north of Daggerford. The road to Waterdeep is well paved and well patrolled. The city is the hub of trading from the mineral-rich lands to the north, the merchant kingdoms of Amn and Calimasan to the south, the kingdoms of the Inner Sea to the east, and the sea kingdoms and traders to the west.

Waterdeep is named for its outstanding natural deepwater harbor, and the city that grew up at this site has become the commercial crossroads of the northern Realms. More than 100,000 people make their home in Waterdeep. The city sprawls northward from the sea, spreading along the flanks of Mount Waterdeep, a great and singular mountain. Of old, Mt. Waterdeep was said to have been a dwarven citadel, and the entire length and great depth of the mountain is riddled with passages and tunnels, most of which are still occupied by deadly creatures whose presence in the mountain predates the founding of the city itself. One reason that Waterdeep is an attractive location for adventurers is that it has a large adventuring site (Undermountain) comfortably located near temples and other recovery areas.

HISTORY

Waterdeep was used as a trading site for trade activities between northern tribesmen and southern merchants more than two millennia ago. By 1,000 years ago, permanent farms had sprung up in the area. The first mention of a Waterdeep (not as a city, but as a collection of warlords) occurs only 400 years ago. The city was truly established as a going concern by 1032DR, the year Ahghairon became the first Lord of Waterdeep, and the date from which Northreckoning is counted.

The city grew spectacularly, such that by 1248 DR both the City of the Dead and the guilds had been developed. The Guildmasters seized control soon after, ushering in a period of unrest and bitter conflicts known as the Guildwars. The Guildwars ended only when the two surviving Guildmasters brought in their own period of misrule. It was only in 1273 DR that the present system of government (or lack thereof) was instituted. This was the year that the Magisters were established and the secret Lords of Waterdeep were firmly reestablished. Since that time, the city has continued to grow and prosper.

Humankind and other races come from all over the Realms to earn hard coin in the City of Splendors. Over the years these successful merchants have set up guilds and themselves to become nobility, supporting the secretive Lords of Waterdeep who police the city fairly, yet with a light hand, by means of a superb city guard (soldiers), city watch (police), and over 20 black-robed magistrates. As a result, Waterdeep is a place tolerant of different races, religions, and lifestyles. This in turn has encouraged commerce, and Waterdeep has grown into a huge, eclectic city.

GOVERNMENT

Waterdeep is ruled by a council whose membership is largely secret. These hidden Lords of Waterdeep maintain their identities behind magical masks, called *helms*, and while they rule in public, none know the true identities of most of them. The subject of who the Lords are is a common topic of noble conversation, and some consider it a game to discover whom the Lords are, a game made more confusing by the facts the Lords themselves set their own rumors afloat.

It is a known fact that Piergeiron the Paladinson, Warden of Waterdeep and Commander of the Watch (LG hm Pal 14), whose golden-spired palace dominates the center of the city, is a member of the Lords. He is the Unmasked Lord, and wears no disguise over either his face or his heart. It is generally assumed that the archmage Khelben "Blackstaff" Arunsun (LN hm W27) is also of the Lord, and perhaps chief among them, exceeding even Piergeiron. The identities of other members have not been made public knowledge. The names of Mirt the Merchant (CG hm F9), the courtesan Larissa (NG hf F4), and Texter the Paladin (LG hm Pal 17) have been connected with the Lords, though evidence exists to both prove or disprove claims that they are Lords, and beyond these four (including the Blackstaff) conjecture swings widely as to who is a Lord and who is not.

The Lords appear in public only in the Lords' Court, hearing all cases of murder, treason, misuse of magic, and appeals from lower courts. On such occasions there are always at least four Lords present, but sometimes six or seven are seen, and rarely as many as nine. Piergeiron chairs the Court and asks all the questions, for the Lords speak through him. In chambers the Lords all appear similarly masked and robe their robes formless and black, with black capes, and their masks completely covering the head and face. These masks have featureless faces, with mirrored crystals over the eyes, save for Piergeiron's. He has had his face covering separated from his *helm* and lets those who appear before the Court see his face.

DEFENSE AND JUSTICE

Waterdeep maintains two separate armed forces, the guard and the watch. The city guard serves as Waterdeep's soldiery, and its members staff garrisons, road patrols, and watchposts, and serve as bodyguards and gate guards. The watch is the local police force, and in addition to capturing criminals, its members settle petty disputes, give directions, summon medical and priestly aid, and generally perform duties that promote the idea that Waterdeep is a city open to all who know how to behave themselves.

The members of the guard are armored in scale mail of black, silver, and gold, and carry short swords and bows. They are normally found in patrols of 12. If out on road patrol they will be mounted on medium war-horses, and have a 5th-level fighter as a leader.

The watch is equipped with leather armor strengthened with chain (treat this as AC 7) and colored green, black, and gold. The members of the watch are armed with short, stout rods (treat as clubs), daggers, and short swords. They usually travel in foot patrols of four warriors. Watch members carry horns with which to summon reinforcements.

Waterdeep has strong walls on its landward sides and is protected in part by Mount Waterdeep on the seaward side. Mount Waterdeep is studded with watchtowers and defensive positions, and patrolled by special guard units on flights of hippogriffs.

Waterdeep also benefits from a large native population of the adventuring class (including powerful mages, priests, and warriors) who are more than willing to deal with any and all miscreants who threaten their home city. In many ways, this is its best defense.

Waterdhavian justice is dispatched by the Magisters, who direct the common courts of the city. These Black Robes, as they are often called, are empowered to pass sentence. They are always accompanied by six members of the guard. Any individual found guilty may appeal to the Lord's Court, rules over by the masked Lords

of Waterdeep, where serious cases are usually heard. Individuals bringing frivolous cases to the Lord's Court usually face stiffer fines than if they accepted a magistrate's ruling.

THE HELMS OF WATERDEEP

The *helms* of the Lords of Waterdeep have some undetectable magical enchantment upon them that prevents the use of divination spells (including *ESP* and *detect lie*) on the wearer while they are in use. It is impossible to determine the wearer's thoughts, alignment, or identify when she or he is wearing a *helm*. Rumors float that the *helms* are tied to powerful illusion that also distorts the height and weight of the wearer and his or her voice in a random fashion. Thus, attempting to discern Larissa's curves (or Mirt's massive form) is all for naught. One halving rouge ha even claimed to be a secret Lord of Waterdeep; however his immediate disappearance has made it difficult to prove or disprove that claim.

In addition, many of the powerful of the City of Splendors wear their own additional protections to keep the curious and indiscreet spellcasters at bay.

OTHER IMPORTANT FACTIONS

It is said that the Lords rule Waterdeep but do not truly run it. This is quite true, in that there are a number of other factions who make up Waterdeep. The most noticeable are the guilds-powerful merchant and craft organizations that control much of the life-blood of the city. Once the guilds ruled the city, and it almost destroyed itself in a series of internal commercial wars. No one wants to see those days return.

A second important Waterdhavian faction is the local nobility. It consists of 76 respected (for the most part) families of varying degrees of power, most of whom can trace their lines to before the founding of Waterdeep itself. Many powerful names come out of Waterdeep, including the Amcathras (whose scion is now Lord of Shadowdale), the Cassalanters (wealthy moneylenders), and the Wands (a family of powerful and noble wizards).

Third, a rising merchant class exists outside the standard guilds. These are caravan and coster operators and they use Waterdeep a destination for their caravan goods. More shops are offering a variety of different goods because of this growing group. The most notable of these new merchants is the retired wizardess Aurora, who has established a magical retail organization to supply a wide number of patrons across the North with specialized items.

Last, one must consider the continual tide of adventurers that flood the city. Some establish themselves as citizens of good standing and remain permanently, while others drift off for other climes or meet their ends in back-alley brawls. Secrete societies such as the Harpers and the Red Sashes make up the closest thing to organizations drawn from this group.

These four factions are rough approximations, and they overlap-a wandering Harper can be the descendent of a noble family that works in the tanning guild, but who is representing a merchant company from Amn. The established government pulls the best from all four areas as its Lords, to the benefit of all.

THE WATERDHAVIAN MINDSET

Waterdhavians are a composite of their component parts. A sizeable number of the natives are recent arrivals from one part of the world or another, all with different viewpoints, deities and attitudes. Waterdeep, as a result, is varied and cosmopolitan in nature, open to the many different nationalities and races in the Realms. It is not so much a melting pot as a gem grinder-smoothing the rough edges so individuals shine at their best.

Waterdhavians can show the bluff honesty of a Dalesman, the calculating planning of a Sembian, the honor of a Cormyrean, the independence of a Westie and the sly cunning of a native of the Moonsea. These behaviors can all be exhibited in the same individual, and the art of choosing the right frame of mind for a certain instance is inherent of the city's character.

Waterdhavians attempt to be understanding and open-minded, but the trend is not perused to a fanatic level. That nobles, merchants, adventurers, traders, and immigrants all have their own place in society is accepted, but that does not mean they necessarily want to associate with each other. Waterdeep at its best is never a society of equals. However, this level of toleration means that it is hard to surprise a Waterdhavian, whether with invading gods or walking statues or flying carpets. They *have* seen it all before.

RELIGIONS OF WATERDEEP

Waterdeep has a huge variety of faiths, and the odds are that if a deity is worshipped somewhere in Faerun, it has at least a follower (or likely a wandering priest or two, and maybe a shrine) in the City of Splendors. However, there are only seven major temple complexes within the city. The are dedicated to Gond, Lathander, Mystra, Selune, Sune, Tempus, and Tymora.

In addition to the temples, shrines of Silvanus, Mielikki, Chantuea, Lliira, Sharess, and Siamarphe (the last two are local divinities) can be found here. In addition, there are secret temples and hidden shrines to most of the dark gods, often hidden away beneath the streets of the city. These include churches to Cyric, Talona, Umberlee, Share, Auril, and a wide variety of the Beast Cults, including the Cult of the Dragon. In the years immediately following the Time of Troubles, Waterdeep had an active Cult of Ao; however this has diminished almost to nonexistence.

In the Trades Ward, there is a building known as the Plinth that is kept as a place of worship and meditation for all faiths. Many long-dead and departed deities may hear from their only worshippers at the base of this structure, which is usually festooned with flowers and other small offerings. Here one may find followers of odd and obscure faiths and frequent intense theological discussions. The watch stations a detachment here to prevent the discussions from getting overheated and disturbing others.

THIEVES' GUILDS IN WATERDEEP

The last official thieves' guild in Waterdeep was destroyed in 1300 DR, and while there have been many claimants to that position and title over the years, there have been no groups of sufficient power to challenge the Lords of Waterdeep. Since the Lords *are* secret, no criminal knows if a trusted partner is truly on his or her side or not.

This is not to say that there are no thieves or crime in the streets of Waterdeep. Rather, crime here is normally random and dispersed, with no one leader or organization to command it. The most recent attempt was made by a crimelord named Xanathar, a beholder with a well-developed secret network in his service. This network was savaged and Xanathar defeated through the actions of bold adventuring companies at the command of Lord Piergeiron. Whether a new crimelord comes to the fore remains to be seen.

DM Aid Two: Greyfang Snaggletooth's Observations on Shadow Dragons

I see some of you still live to come back to learn from the Mightiest of the Lady's servants. Be silent and listen, for this is the word of one who has fought many battles, conquered many lands, and learned the truth about how to survive. This is a tale of our cousins, some of whom have the grace to serve Our Lady, all of whom are powerful enough to be wary of, should they come to your territory – Shadow Dragons.

These cousins are most treacherous, usually refusing a direct fight, instead electing to snipe at their opponents, slowly weakening them until they are an easy kill. It is impressive to watch these lesser cousins use their stealth¹ against the walking monkeys who would steal from our kind. Many of these humans lack our perceptive abilities and are often caught unaware by our shadowy cousins. Be warned, however, that if you detect one of them near your lair, you should quickly move to find out why they are there, and be cautious to keep them at a distance. While their breath is short in range, it has the ability to weaken even mighty dragons like myself². Best not to get too close to these treacherous and dangerous cousins until you know if you will be dispatching them, or if they come to offer you some service or discuss some matter.

Be warned, however, that treachery is part of their very existence. They will lie, cheat, subvert, and backbite if they feel they have the chance. While most dragons who are powerful will simply take what is theirs, Shadow Dragons seem to prefer to manipulate even the weakest of creatures into killing themselves off, sitting back safely and never truly enjoying the kill unless they have no choice but to get involved.

Shadow Dragons are somewhat more clumsy in flight than most of us, but they are just as swift³, and use this ability to try to gain just enough distance to use their breath against their opponents. If they catch a creature in their breath, then the fight is almost certainly over. The power of their breath weapons is something that must be respected. It is their single greatest ability. Other than the breath, they have some spell ability, but physically, they are smaller and weaker than most other dragons. Their abilities still include all of our species best attacks, including wing buffets⁴, tail slaps⁵, plummet attacks⁶, and snatches⁷, but these are not nearly as damaging until the creature succeeds in getting a breath attack or two off against its opponents.

Also of note is the fact that these cousins of ours are swift on the ground⁸, running much faster than is dignified for our kind. We are masters of the land and air, but our cousins prefer to run and hide rather than trampling over their enemies. While it can be laughable to watch one lead humans into a cave and come around behind them to breath on the hapless mortals, I would always encourage a dragon to remember, following a wyrm into a hole is a good way to die. They are the masters of their lairs, and will take every opportunity to set it up so they have a means of getting some distance from opponents to use their breath and cast spells. A Shadow Dragon is not above humiliating itself in combat by fleeing from enemies, if it can use some prepared trick or trap against its opponents. They fail to see the logic in simply crushing the opponents and saving the time and energy involved in running around.

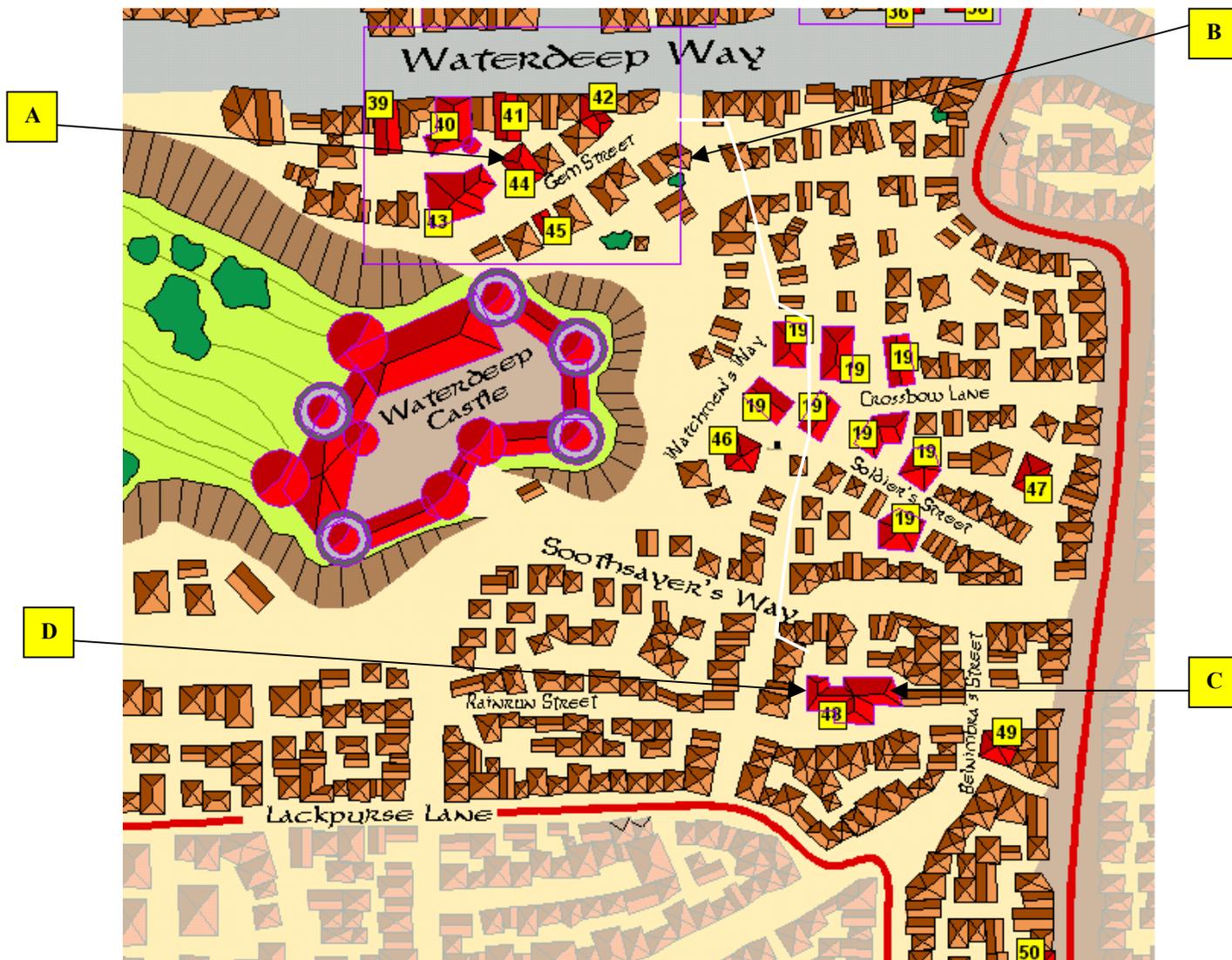
In short, my brethren, Shadow Dragons can be useful tools in destroying annoying adventurers, but do not fall into the trap

of expecting them to show you any of the loyalty you deserve as a true servant of the Lady. They do not have the intellect to understand their place as servants to the children of Tiamat, and they are dangerous enough to not be taken for granted.

- 1) Shadow Dragons have the ability to hide in shadows = 40% + 5% per age category, up to a max of 95% at age category 11 (Wyrm).
- 2) Shadow dragons breath weapon (40 feet long, 30 feet wide, and 20 feet high) causes any within the area to lose $\frac{3}{4}$ of their levels (round loss up to full levels), $\frac{1}{2}$ their levels (again rounding the loss up) if the save is made for a number of turns based on a die roll determined by age of the dragon. So a 10th level character would be either 2nd level or 5th level after being in the area of 1 breath weapon. Note that a character can be affected multiple times by the breath of a Shadow dragon, so the 10th level could make his save 3 times and go from 10th to 5th, from 5th to 2nd, and from 2nd to 1st. Any character who reaches 0 levels becomes unconscious for the duration of the breath weapons' effects. Level draining protection works normally against these attacks.
- 3) Shadow Dragons have a maneuverability class of D. This means they can only turn 60 degrees in a round of combat, so they can only make a flying pass every 3 rounds. They must maintain a speed of 15 to remain in the air, although they can reach a flying base speed of 30, as opposed a speed of 18 or 21 for the common means of flying for player characters in LC.
- 4) Buffet attacks do damage equal to a claw attack, and a target hit must make a dexterity check on a d20 or be knocked prone.
- 5) Tail slaps can target as many targets {with a to hit roll for each} to the sides or behind dragons as the dragon's age category, do damage equal to 2 claw attacks {(dice + modifier)x2}, and cause any targets hit to save vs. petrification with a penalty to the roll equal to the dragon's damage modifier or be stunned for 1d4+1 rnds.
- 6) Plummet attacks can target as many opponents as the dragon's age category {with individual to hit rolls for each}, does damage equal to the dragon's bite attack, and all creatures hit must roll a save vs. petrification with a penalty equal to the dragon's combat modifier or be trapped under the dragon taking damage each round until a successful save is made or the dragon moves off the targets.
- 7) Flying dragons may attempt to snatch an opponent. This attack does claw damage, allows the dragon to grab the target, and has a 50% chance of pinning the target's arms.

Shadow Dragons move on the ground at a rate of 18. They tend to use this movement advantage to position themselves so they can target the maximum number of opponents with their breath weapon. Note also that if the dragon thinks it can survive, shadow dragons are willing to give parting shots to gain enough time to allow them to hit tough targets several times with their breath weapon.

DM Aid 3 - City Map - Area where the PCs will be adventuring



MAP LEGEND -

A – The House of Gems – (Where PCs see shadowthief on roof)
B – Ramshackle Hut – Shadowthieves Hide out
C – Yawning Portal Inn
D – Alley where Gelda can be found
White Line Path that Whisper takes to get to the Yawning Portal

DMs Aid 4 – Shadow Dragons

CLIMATE/TERRAIN:	Non-arctic/Ruins, subterranean, and plane of Shadow	MOVEMENT:	18, Fl 30 (D), Jp 3
FREQUENCY:	Very rare	HIT DICE:	12 (base)
ORGANIZATION:	Solitary or clan	THAC0:	9 (base)
ACTIVITY CYCLE:	Nocturnal (any on the plane of Shadow)	NO. OF ATTACKS:	3+special
DIET:	Special	DAMAGE/ATTACK:	1-6/1-6/3-18
INTELLIGENCE:	Genius (17-18)	SPECIAL ATTACKS:	Special
TREASURE:	Special	SPECIAL DEFENSES:	Variable
ALIGNMENT:	Chaotic evil	MAGIC RESISTANCE:	Variable
NO. APPEARING:	1 (2-5)	SIZE:	H (21' base)
ARMOR CLASS:	-4 (base)	MORALE:	Champion (16)
		XP VALUE:	Variable

Age	Body Length	Tail Length	AC	Breath Weapon	Spells W/P	MR%
4	18-23	13-18	-4	2d4+2	2	20%
5	23-29	18-23	-5	3d4+1	2 2	25%
6	29-36	23-28	-6	3d4+2	2 2 2	30%
7	36-42	28-33	-7	4d4+1	2 2 2 2 / 1	35%
8	42-48	33-38	-8	4d4+2	2 2 2 2 2 / 2	40%
9	48-55	38-43	-9	5d4+1	2 2 2 2 2 2 / 3	45%
10	55-61	43-48	-10	5d4+2	4 2 2 2 2 2 / 3 1	50%
11	61-67	48-53	-11	6d4+1	4 4 2 2 2 2 / 3 2	55%
12	67-74	53-58	-12	6d4+2	4 4 4 2 2 2 / 3 3	60%

Shadow dragons are sly and devious. They are instinctively cunning and are not prone to taking risks.

At all ages, a shadow dragon's scales and body are translucent, so that when viewed from a distance it appears to be a mass of shadows.

Shadow dragons speak their own tongue and a tongue common to all evil dragons. Also, 17% of hatchling shadow dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

Combat: Shadow dragons prefer to attack from hiding, usually employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. Older dragons are especially fond of their non-detection ability.

Breath Weapon/Special Abilities: A shadow dragon's breath weapon is a cloud of blackness that is 40 feet long, 30 feet wide, and 20 feet high. Creatures caught in the cloud are blinded for one melee round and lose $\frac{3}{4}$ (round up) of their life energy (levels or Hit Dice); a successful saving throw vs. breath weapon reduces the loss to $\frac{1}{2}$ (round up). The life energy loss persists for a variable number of turns, shown on the table above. Negative plane protection spells prevent this life energy loss.

A character who is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect.

A shadow dragon casts spells and uses its magical abilities at 6th level plus its combat modifier.

Shadow dragons are born immune to energy draining and with the ability to hide in shadows with 40% chance of success; this ability increases 5% per age category to a maximum of 95%.

As they age, they gain the following additional powers:

Juvenile: *mirror image* three times a day (1d4+1 images).

Adult: *dimension door* twice a day. **Old:** *non-detection* three times a day. **Venerable:** *shadow walk* once a day. **Great**

wyrm: *create shadows* three times a day. (This ability creates

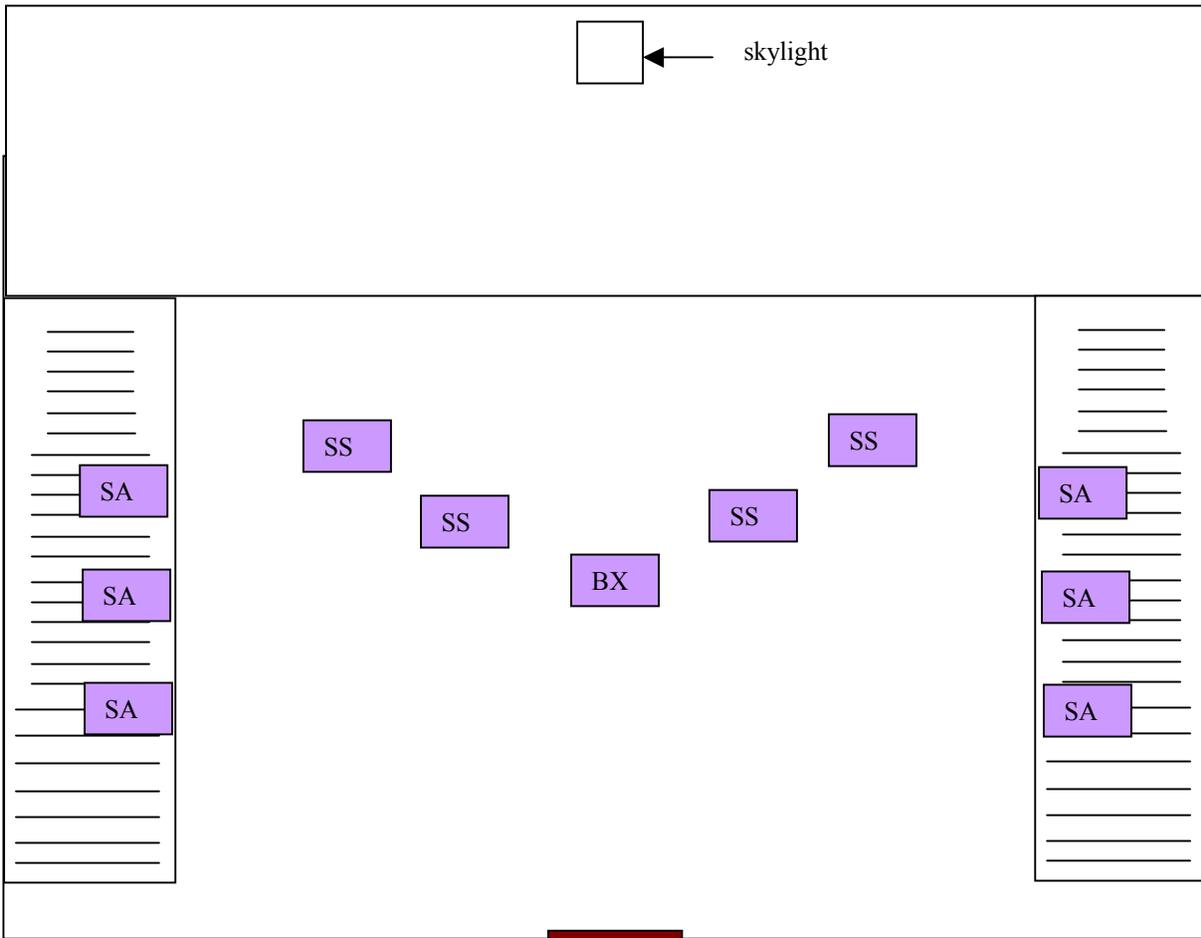
a mass of leaping shadows with a radius of 100 yards, duration one hour. All magical {and normal} light and darkness sources are negated for as long as they remain in the radius. Creatures able to hide in shadows can do so in these magical shadows even if under direct observation. Shadow dragons and other creatures from the plane of Shadow can move and attack normally while hiding in these shadows, effectively giving them improved invisibility. A successful *dispel magic* spell banishes the shadows.)

Habitat/Society: Shadow dragons hate both bright light and total darkness, preferring variegated lighting with patches of diffuse light and deep, inky shadows. On the Prime Material plane, their lairs are always places that provide shadowy light for most of the day. They prefer ancient ruins, where they can hide underground when the sun is bright and still find shadows above ground during dawn and twilight. In the plane of Shadow, they live in dense thickets of trees and brambles, fortified castles, or labyrinthine caves. In either plane, they prefer to locate their lairs near colonies of other creatures that can alert them to potential foes or victims. The dragons seldom actually cooperate with these allies, however, though the dragons commonly prey on them.

Shadow dragons love dark-colored, opaque gems, and especially prize black stones. They also collect magical items that produce shadows or darkness. They use these items to turn areas filled with total darkness or light into masses of shadows.

Ecology: Shadow dragons eat almost anything. Their favorite food is rotting carrion, though they often kill for sport. Slain victims are left to decay until they become suitably foul. These dragons are equally fond of frost-killed, waterlogged, or salt-poisoned plants.

DMs Aid 5 – The Shadowthieves Lair

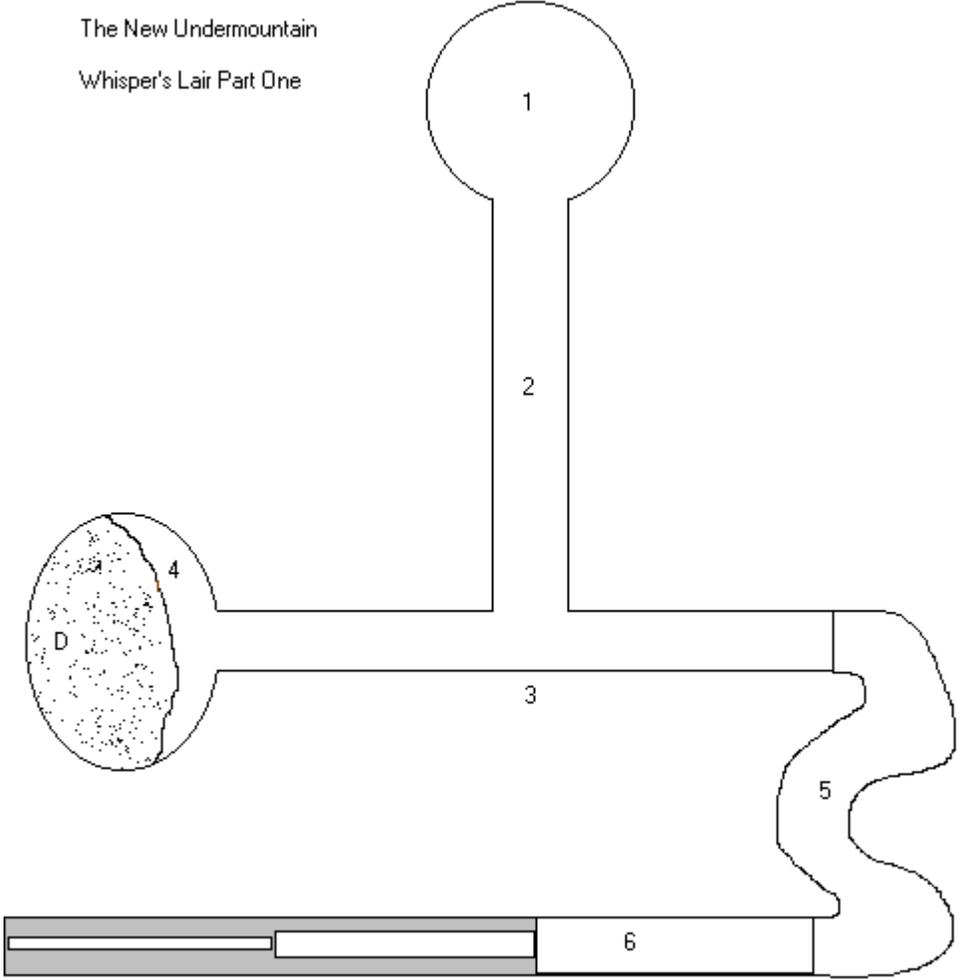


SA – Archer
BX – Braxus

SS - Swordsman
Skylight in upperlanding.

DMs Aid 6 – The NEW Undermountain – Lair of the ShadowDragon Prince Whisper

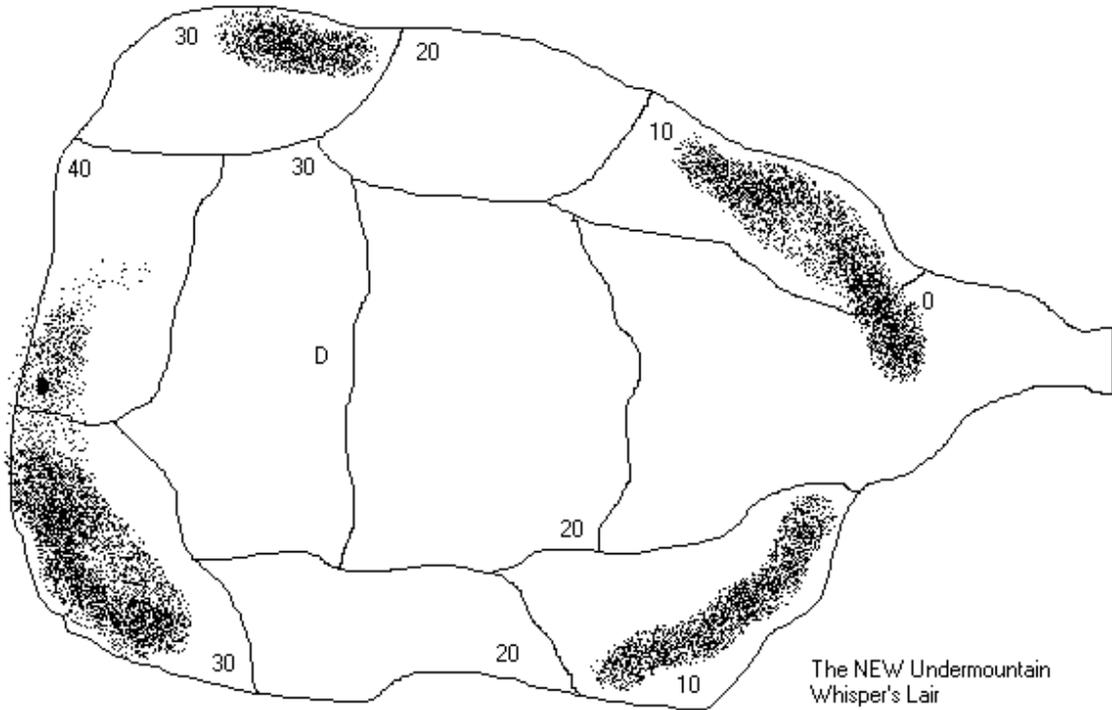
The New Undermountain
Whisper's Lair Part One



DMs Aid Seven – The NEW Undermountain – Lair of the Shadow Dragon Whisper (final lair)

Room Dimensions
400 foot wide <-->
250 foot tall ^

 Shadowed Areas



Player Handout #1

THE CYCLE OF DRAGONS

IN A TIME OF SHADOW,
THE DARK QUEEN SHALL RETURN
TO RAGE THE FIRES OF VENGEANCE
TO SET THE WORLD TO BURN.

FIRST WILL COME THE FROST,
IN A LAND OF SNOWY NIGHT.
FOR HIS DEEDS THERE WILL BE A COST,
SWAMP AND THUNDER LEAVE THE FIGHT.

THEN FROM DESERTS FAR AWAY,
ANOTHER PRINCE WILL COME.
TO STEAL THE LIGHT OF KNOWLEDGE
HIS PLANS MUST BE UNDONE.

LIKE DARKEST NIGHT IN SPLENDID CITY,
THE NEXT PRINCE WILL TAKE TO FLY.
HIS DARKEST DEEDS WILL TAKE THEIR TOLL.
HE TOO MUST LOOSE THE DAY.

ALLIES GREET THE HEROES
IN A CITY GATED BOLD.
THE FOREST COMES TO A DARK LADIES CALL
AND A NEW LEGEND IS FORETOLD.

IN A TIME OF SORROW THE HEROES FALL
TO A CAREFULLY LAID SCHEME.
YET WITH FAITH AND FRIENDS TO CALL
THERE IS HOPE YET TO DREAM.

IN A LAND WHERE ROOFS ARE COLORED
HER FORCES PREPARE TO FIGHT.
ALLIES FALL TO TAKE THE STROKE
AND SET THE WEAVE TO RIGHT.

AT LAST AT HOME THE WAR GROWS CLOSE
WITH NEW WEAPONS LAID TO BEAR.
FOUNDED DEEPEST LAIRS OF DARKEST FEARS
AND A DOORWAY THERE.

THE FINAL STRIKE IS MADE TO TAKE
A HEART AND MAKE IT FEAR.
FOR IN THE END THE DARK QUEEN COMES
AND ALWAYS HAS BEEN NEAR.

THROUGH THE SKY THE HEROES FLY
ON WING AND HOPE AND PRAYER.
THE DARK QUEEN WAITS FOR THEM TO COME
WITHIN HER VERY LAIR.

THE STONES ARE GONE, THE MAGIC BROKEN,
THE LEGEND IS FORETOLD.
FOR IF THEY STAND ON YONDER SIDE,
THEN RETURN TO DAYS OF OLD.

Players Aid 2 Map of Castle Ward

