

Documents

WATERDEEP
SCAVENGER HUNT
KUBLACON 2007

Welcome to the 2nd Annual Waterdeep Scavenger Hunt. My name is Gareth Penbrook. Some of you may recognize me from last year. Well, the Boarspitters aren't about to be shown up, so the contest continues. Besides providing you with the best ale in Waterdeep, I am the official liason for this scavenger hunt. I will be able to answer many of your questions.

First things first, though. I've got this big shiny gold chalice here. It only took minimal effort to recover it from last year's winners. It's supposed to be worth a fortune, and it's supposed to always be filled with ale. I don't know about the second but I know the first is true. Anyways, this chalice goes to the winner of our... my little contest.

The contest rules are simple. I provide each of you with a list of items. The group that brings back the most from the list wins. A few of the items are unique. You must have at least one unique item to win. In the case of a tie, the team with the most unique items will win.

Please remember that the Lords of Waterdeep, thorough the Purple Dragons, actively discourage open warfare on the streets, so please, be discreet.

Now, the items. First the unique ones:

Elkgriller Letter of Marque*

Elkgriller's Cut Ruby*

Elkgriller Collection Plate*

Elkgriller Crystal Decanter*

Boxing Trophy*

And next, the regular items:

Elkgriller Pinot Noir

Elkgriller Crested Manhole Covers

dead sewer rats

Underdark Crystals

Black Peat Moss

black roses

Elkgriller Crypt Rubbing

Elkgriller Hymnal

Elkgriller Altar Pieces

Elkgriller Pinot Grigio

Elkgriller Long-Leaf Pipe Tobacco

Winning Betting Slip from Femur's End

Poker Chip from Rudy's

Elkgriller-crested Towels

Elkgriller Cigar Cutter

Elkgriller Churchwarden Pipe

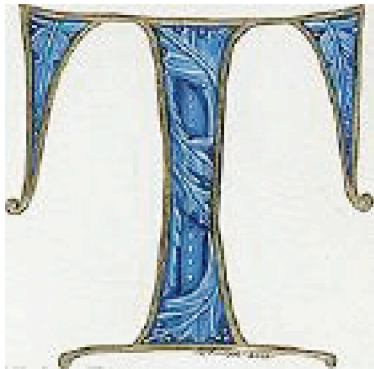
Now, go out and collect those items. And remember, items and info may be found anywhere, so keep your eyes and ears open. To start, we have "procured" invitations to a formal Elkgriller party at their Treebeard establishment. I suggest starting there.

General GM Instructions

Should there be any combat between parties in the streets of Waterdeep, there is a 10% chance that a patrol of Purple Dragons will show up. If the parties stop fighting, they will be arrested, and each party will have to pay a 2GP fine, and they will be sent back to the inn. If they don't have the gold, they will have to pay it back as soon as they get it.

If the parties fight, they will be fighting 10-20 8th level Purple Dragons. (See Init Cards).

Each party starts with **5GP**.

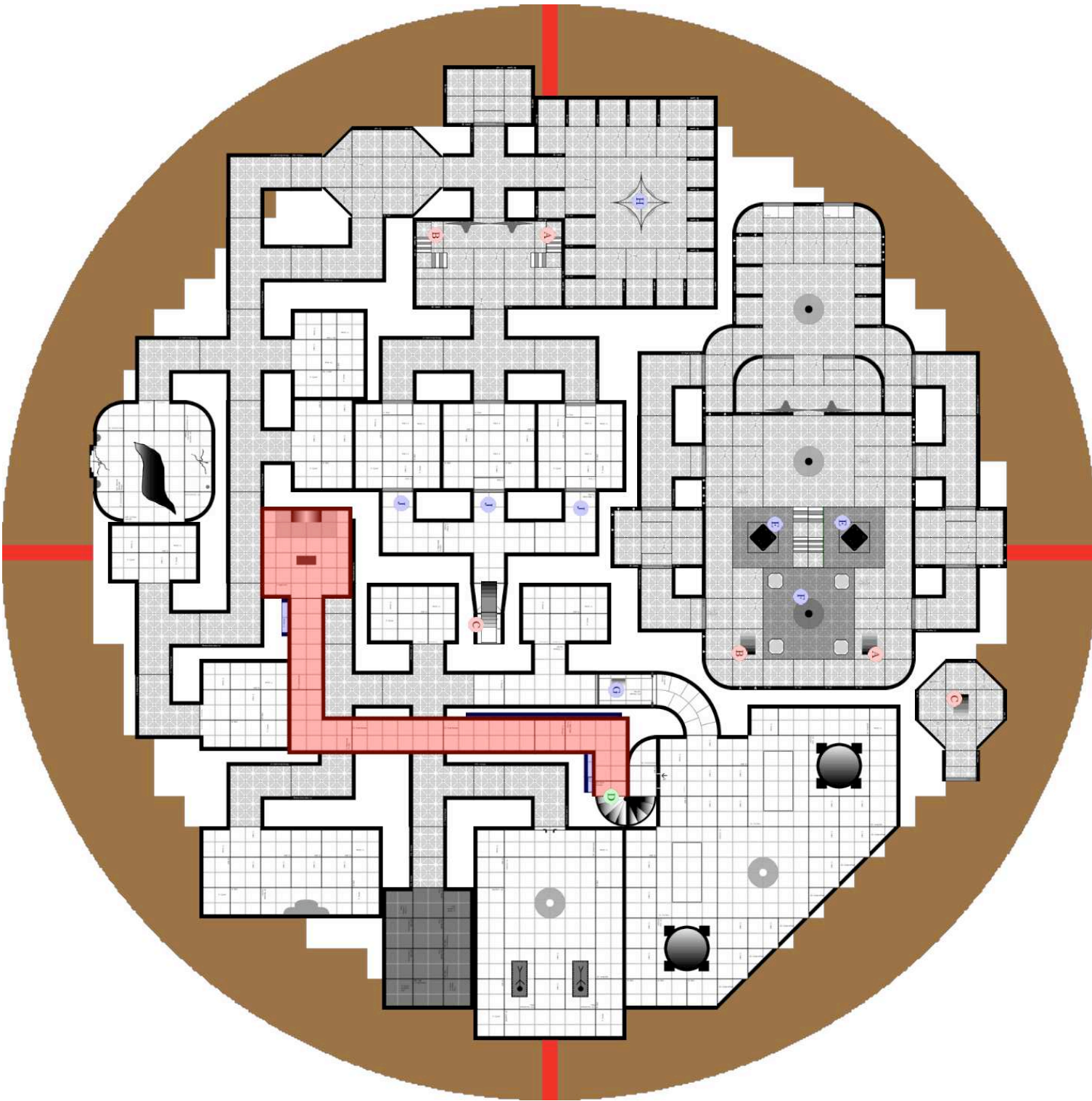


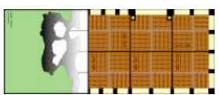
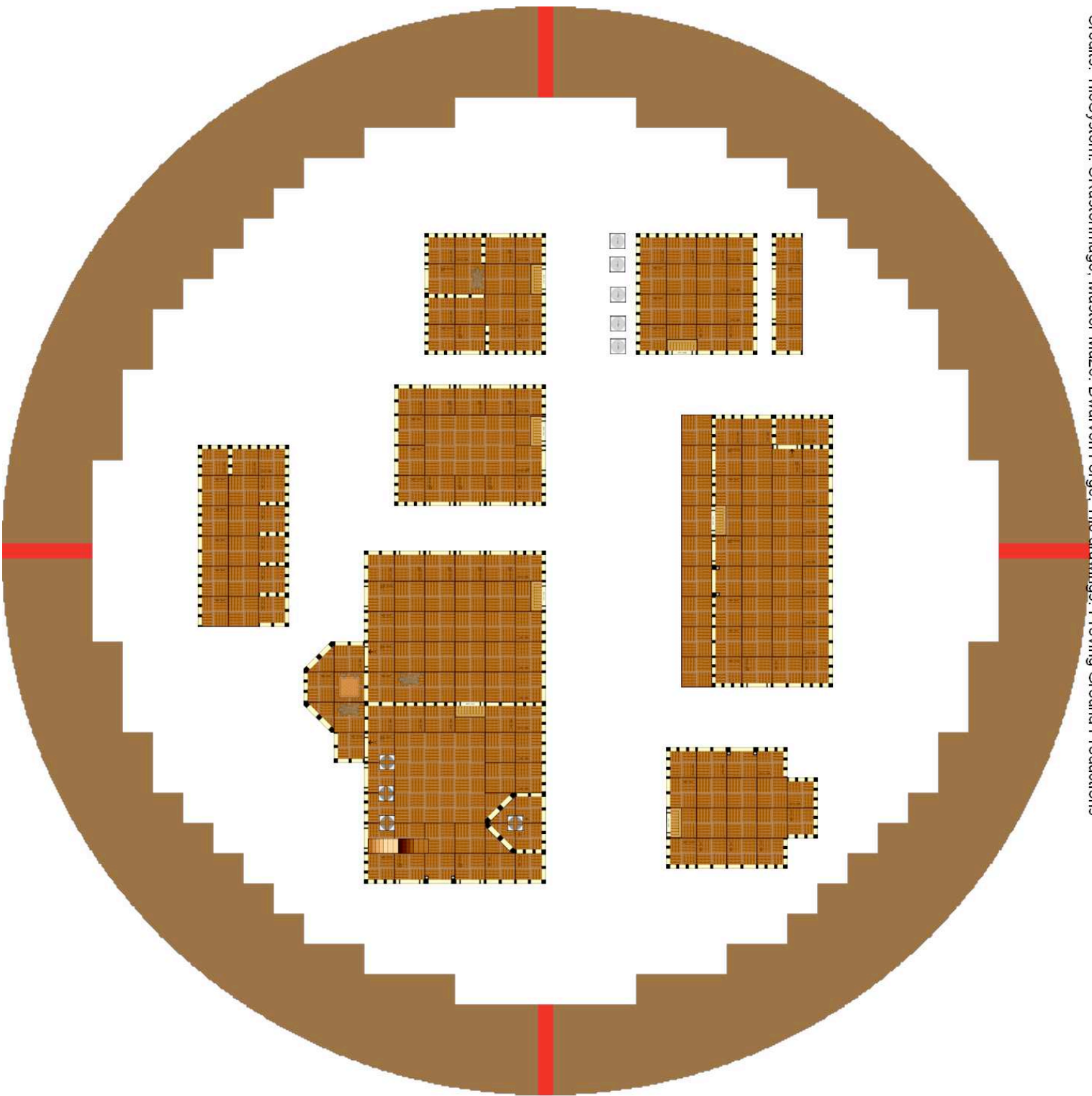
*he bearer of this document is allowed admittance
to the Elkgriller Festival of the Moon.
This document signifies that the bearer is under
Elkgriller Protection for the duration of the Festival.*

Signed and Sealed

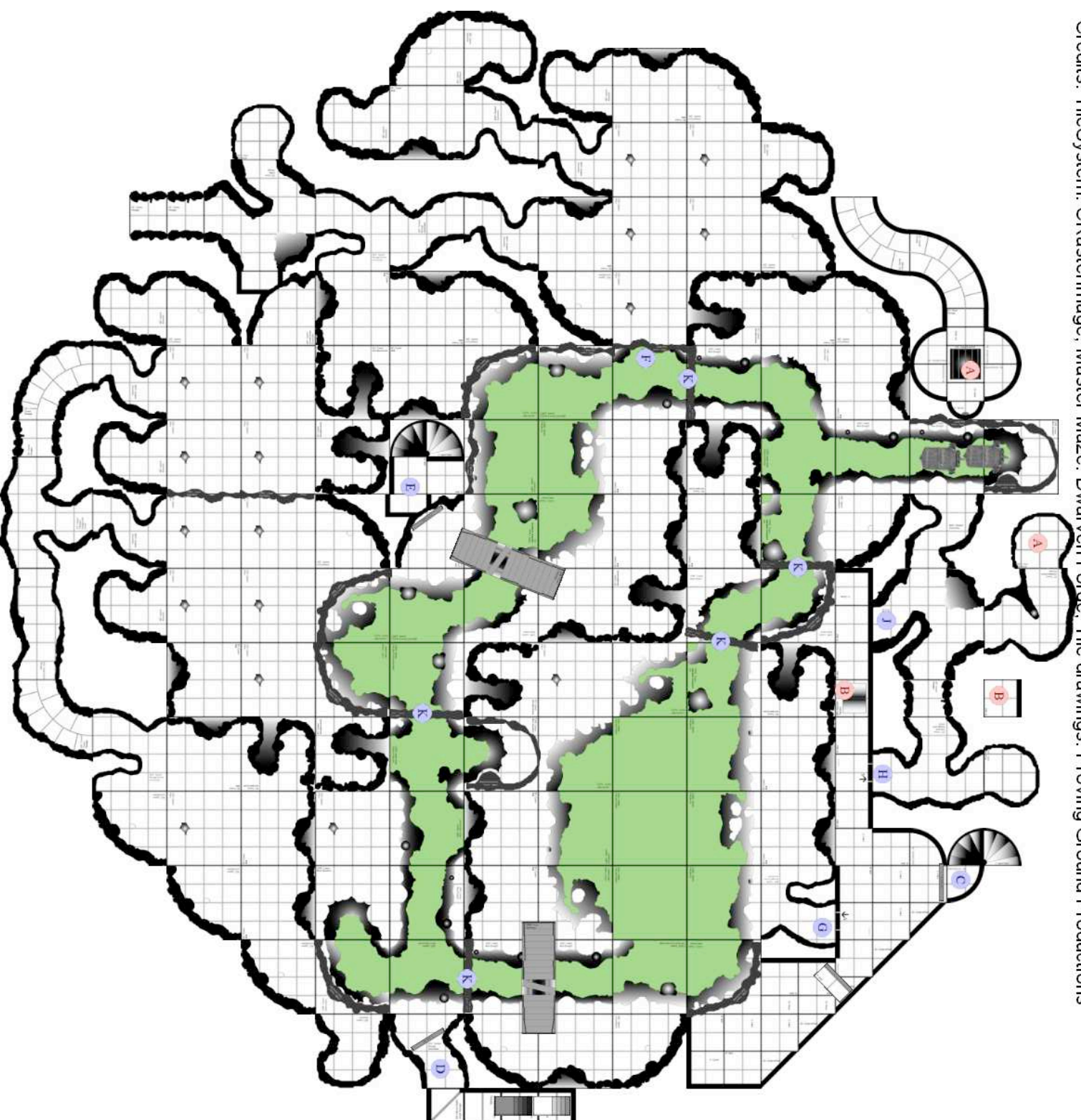
Maps

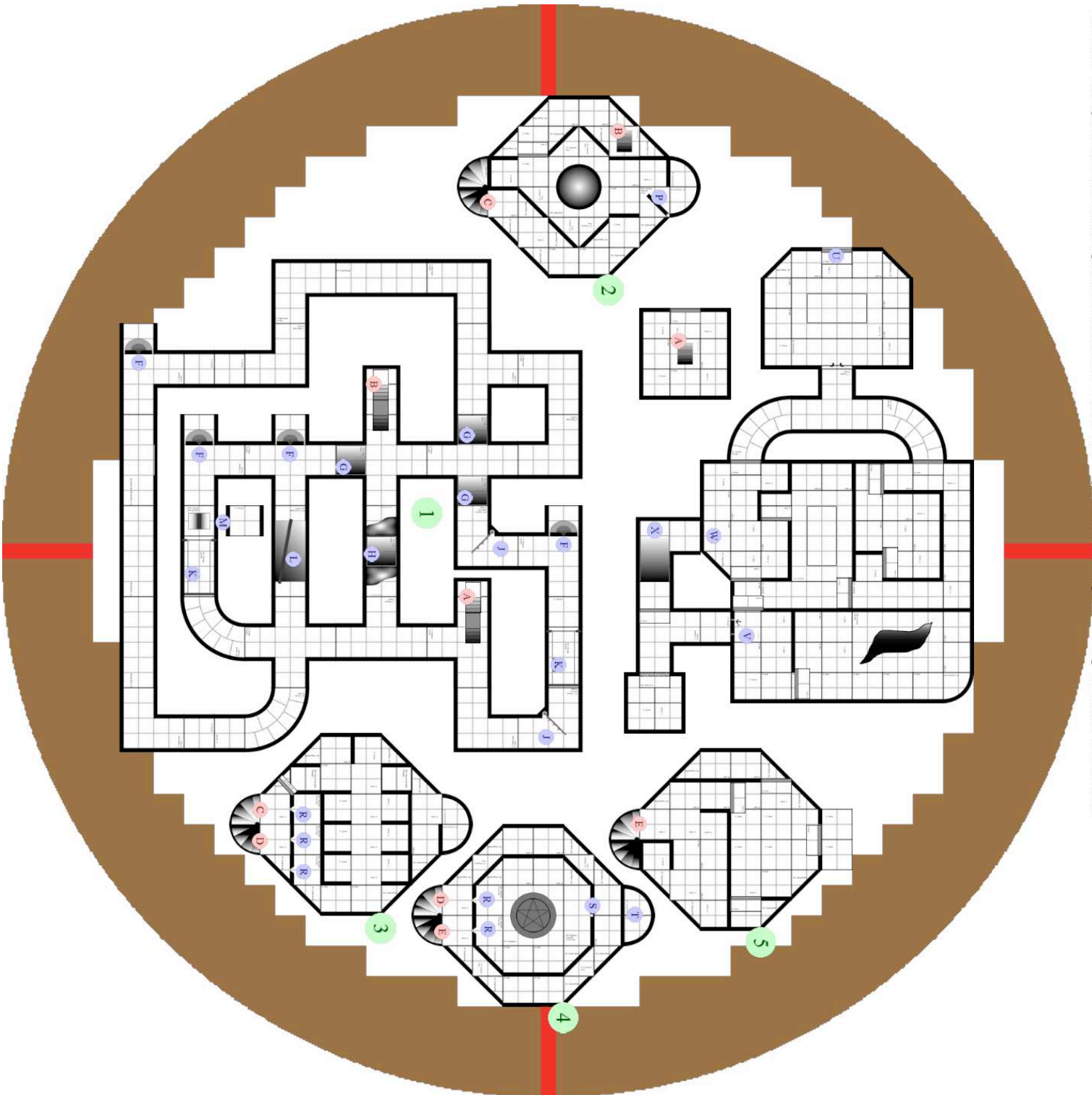
**WATERDEEP
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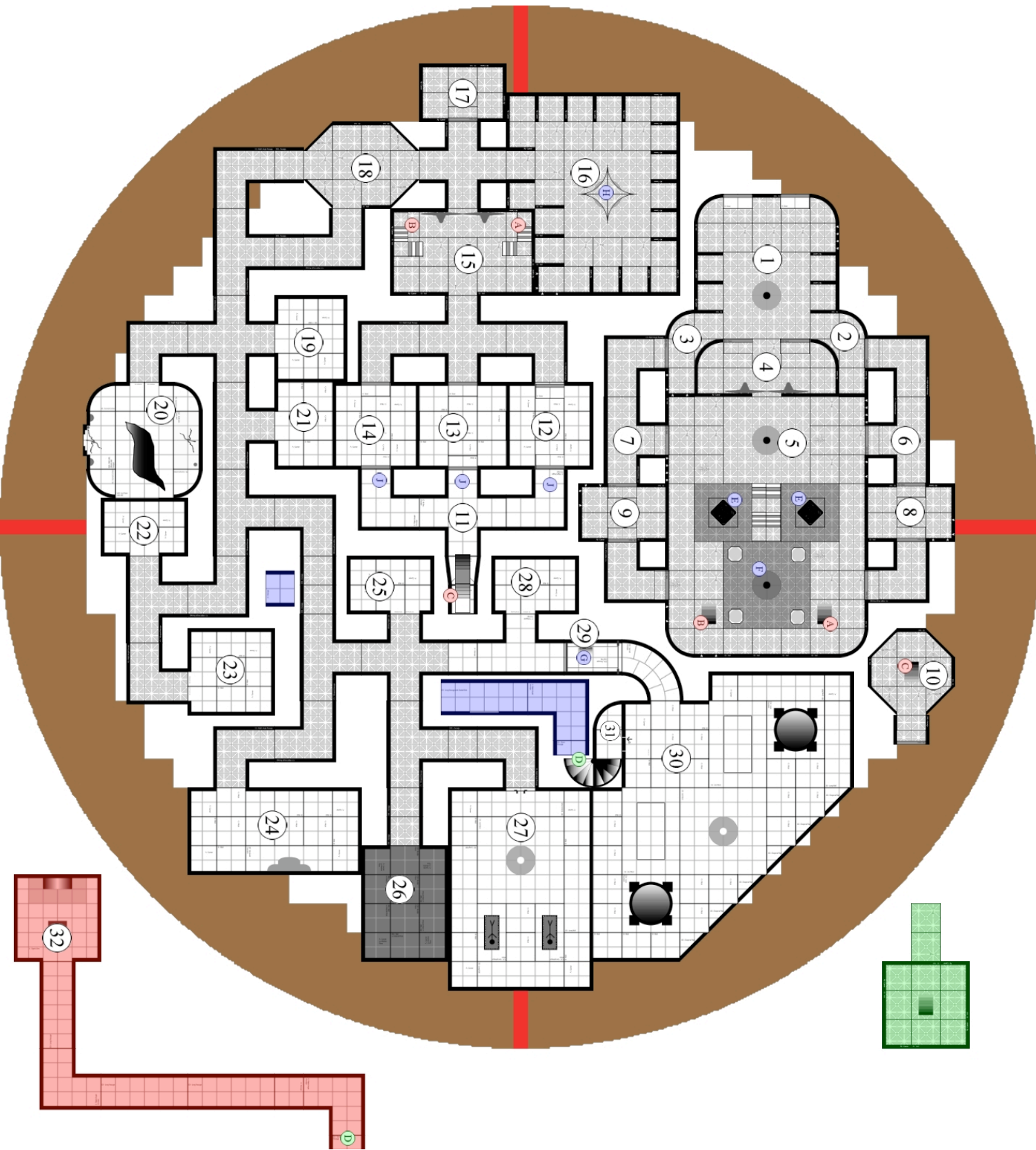
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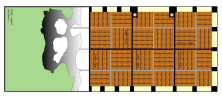
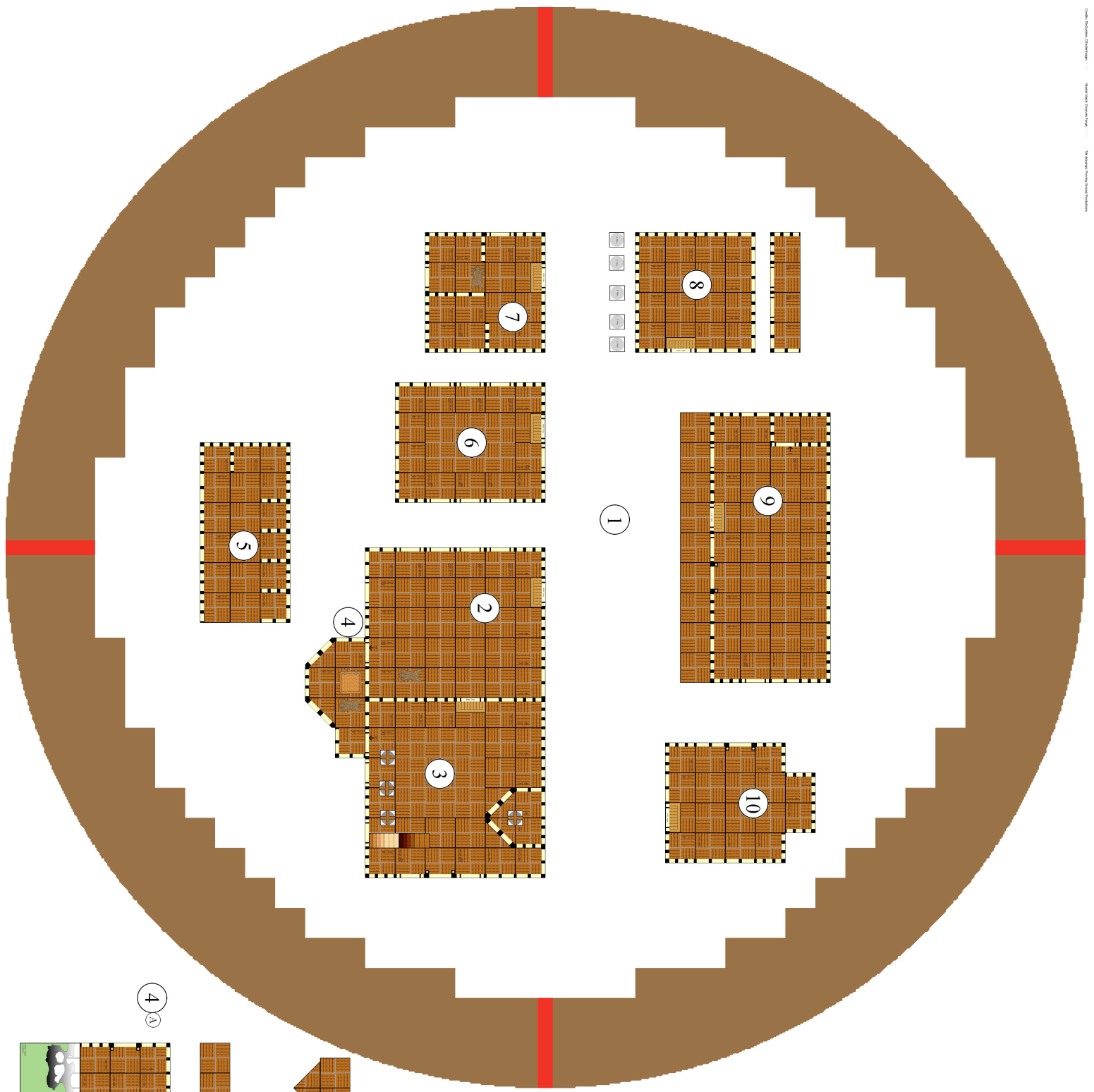




GM Maps

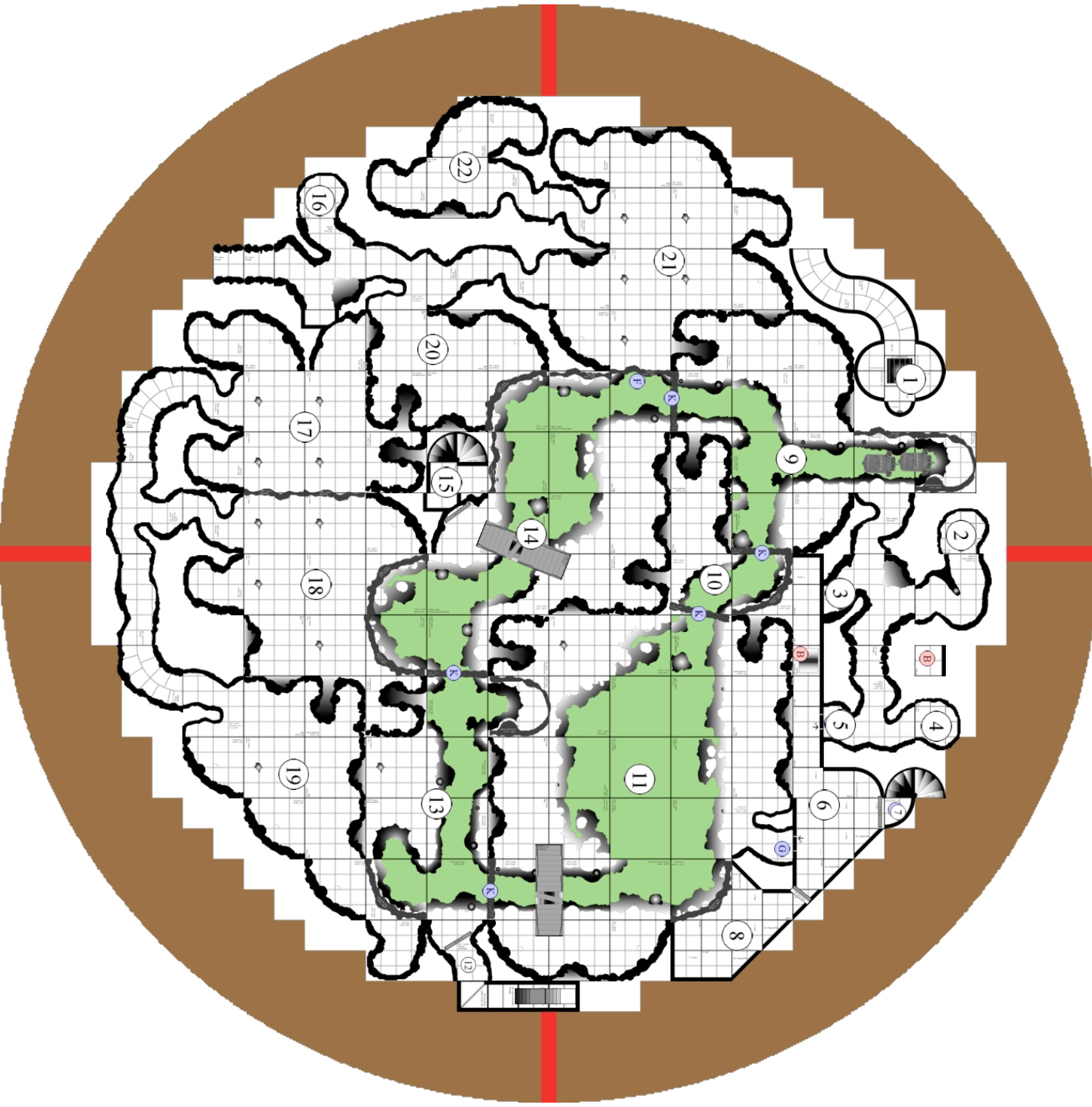
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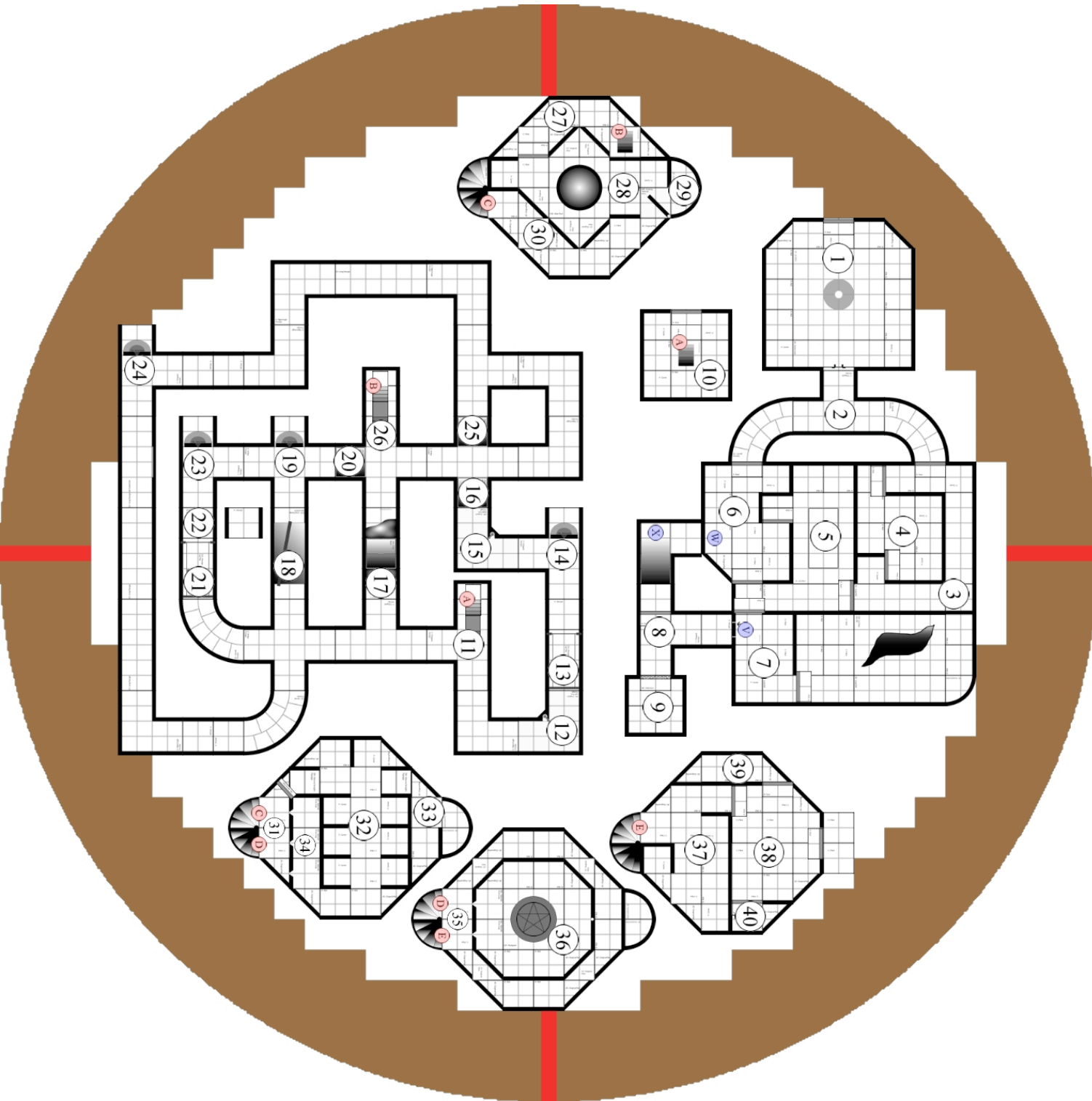




4







Levels

**WATERDEEP
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1. Foyer

As soon as you walk into this room, you realize that the Elkgrillers probably aren't worshippers of a Lawful Good Deity. The decorations here, in the floors, walls, ceiling and even doors feel evil. Everything is dark and chaotic. The geometric patterns on the walls and floor are somewhat other-worldly. Four alcoves contain sinister looking statues, each a tribute to some dark god.

Upon entering this room, each non-evil party member must make a DC 14 Will save or be affected by an Unholy Aura that grants a (-1) to all checks and saves. This effect is for the whole church and the save only needs to be made once.

Notes:

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2-3. Hallway

These hallways end in dead ends, with ornate doors on the side.

Nothing here...

Notes:

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4. Anteroom

As you enter this room, you are strangely drawn to the ornate archway that seems to dominate this room.

Anyone entering the room will immediately want to just walk into room 5, unless they make a DC 14 Will Save. If they fail, they will walk 5 feet into room 5 without taking any precautions, scouting, etc.

Notes:

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5. Altar Room

The cavernous ceiling in this room is made of dark stained glass, giving the room a dark purple glow. Wide stairs lead up to a large altar, with 2 smaller platforms on the side. Some kind of fog or vapor seems to be rising from the side platforms. On top of the altar are several gold items and a bundle of cloth.

As soon as any character starts to ascend the stairs, read this:

The purple glow begins to deepen from above. As you look up, a small, inky black vortex opens up above your heads. An evil looking, bird like creature emerges from the darkness. You cover your ears as a horrible screech bellows forth from the demon.

As soon as the Vrock emerges, it starts the battle off with it's Stunning Screech (DC 22 Fort or be stunned for 1 round). It then attacks the closest person to the altar.

The fog rising from the side platforms is not harmless. The fog is centered in each side platform in the middle, and covers a 10 foot square. Should a character enter the fog, it will first paralyze them for 1d8 rounds (DC 15 Fort Save negates). Once paralyzed, the fog will begin to drag them towards the center of the fog at 10 feet per round. Once in the exact center (1 round if they walk into the platform) the character must make a DC 15 Will Save, or be transported temporarily to the astral plane, where they must defeat an astral guardian to return or be forever lost on the astral plane.

The bundle of cloth contains a robe, a mantle and gloves, all with the Elkgriller crest and some other unrecognizable runes.

The gold items on top of the Altar are **Elkgriller Altar Pieces**. There is also a gold *bottle of air* (DM: 250). If the altar pieces are picked up without first donning the robe, mantle and gloves, it will set off the trap. The trap causes the fog from the side platforms to begin filling the room at a rate of 20 feet per round. The fog rules above apply as well.

The two sets of down stairs in this room lead to solid stone.

Vrock: MM 48

Notes:

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6-7. Side Passage

This passageway, although almost identical in general appearance to the rest of the chapel, somehow seems less evil. Perhaps the evil hides behind the door?

The passageways are, in fact, less evil. The aura has no effect in these passageways.

Notes:

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8. Choir Room

One side of this room contains a bookshelf full of books and sheet music. The other has a large chest. It is eerily quiet in here.

The books are all **Elkgriller Hymnals**. If checked, they radiate moderate magic. The chest contains several items, including such things as music stands, instruments and a metronome. It also contains a couple of batons.

If the hymnals are picked up, the doors will shut and lock. (DC 25 break, DC 25 Open Locks). The hymnals will turn into a swarm and will attack. The hymnals can be killed or soothed, in which case they return to the bookshelf and the one that was picked up can be taken. In order to soothe the swarm, the baton should be waved in the air.

One of the instruments is a *chime of interruption*. (DM: 252)

Hymnal Swarm: 9 hit dice (30hp), speed 10ft, AC 18 (touch 18, FF 14), Base Attack +6, Attack 2d6 plus paper cuts, SQ swarm, immune to weapons

Paper cuts: unless healed with magic, causes -1 on all attack, save and physical-based check rolls.

Notes:

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9. Collection Room

Several chests are positioned along the back wall. They all have big, sturdy padlocks. A table with felt-lined gold plates sits in the middle of the room. The table also is draped in a velvet tablecloth. Two drow are currently occupied trying to open one of the chests.

The 2 drow are attempting to loot the chests, and will attack when the door is opened, unless the party specifically takes precautions.

The chests are currently empty, as they have been emptied out by the Elkgrillers after the last service. They are merely locked (DC 25 Open Locks) and not trapped.

One of the plates on the table is the **Elkgriller Collection Plate***. Any item placed in the plate is immediately teleported into one of the chests in this room. The tablecloth is a ***cloak of displacement, major***. (DM:253) In one of the normal plates is a small note describing that some of the coins should be taken to the Crypt and **1GP**. **Location: Crypt**.

Drow: See Init cards

Notes:

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10. Crypt Entrance

The path to this small outlying building in the graveyard is overgrown. The headstones are in disrepair, and the ground isn't even as the brick-lined walkway has several missing bricks. A rusty gate, with a small Elkgriller crest, bars the entrance.

The gate is easy to open. It is a DC 11 Break check to pull open the gate. The stairs inside lead down to room 11 in the crypt.

Notes:

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11. What's Behind Door #3?

Three small hallways end in three wooden doors. A voice says "Choose wisely".

Notes:

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12. Gas Room

This room is completely devoid of any decoration or even feature. It seems to be cut from one piece of stone, except for the two doorways.

The door from 11 opens quite easily. Once the back door is touched, the front door will close and lock and a voice will say, "You have chosen poorly" Either door can be opened (DC 25 Break or DC 25 Open Locks). Once the door shuts, the room starts to fill up poison gas. Treat as Cloudkill cast at 10th level. The gas will not leave the room.

Notes:

13. Wise Room

This room is featureless, save for the doorways. It seems to be cut from a single stone. A table with a goblet stands in the middle of the room.

As soon as the back door is opened, a voice will say, "You have chosen wisely".

The goblet contains **2 GP**.

Notes:

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14. Vacuum Room

Whoosh!

As soon as the front door is opened, a voice will say, “You have chosen poorly”.

The door from room 11 is stuck and very hard to open. It is not locked, but just appears stuck. Any character(s) that break the door (DC 20 break check) will immediately be swept into the formerly vacuous room to be bounced off the far wall. A character can attempt a DC 20 Strength check to see if he grabs onto the door. If a character succeeds in holding onto the door, it rips off the hinges and travels with the character. The far wall is covered in small spikes. Characters impacting the far wall take 3d6 damage. If the character is holding the door, he takes an additional 1d6 damage from the door.

Notes:

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15. Chapel Entrance

A huge ornate archway beckons you to enter the rest of the crypt. Two sets of stairs go up.

The stairs are blocked with tons of stone and rubble.

Notes:

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16. Crypt

The alcoves in this room all have small brass plaques on them. A raised platform is in the middle of the room.

The brass plaques all have various names of deceased Elkgrillers on them. They must all be buried here. The middle platform is used for preparation. There are 3 spectres in this room that will wait for the players to be distracted then attack.

One of the alcoves is slightly open (DC 17 Search). Inside it are 1 *potion of cure light wounds*, 1 *potion of darkvision*, 1 *potion of lesser restoration*, and 1 *potion of cure serious wounds*.

3 Spectres: MM 232

Notes:

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17. Tool Room

Various tools, some perhaps sacrificial in nature hang on the walls in here.

There is nothing of value here.

Notes:

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18. Preparation Room

Old blood stains the floor here. They seem to be mostly around the center with a few drops here and there.

This is where a lot of the body preparation would happen before burial.

Notes:

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19. Storeroom

Various containers hold different substances and liquids. There are also several buckets, ladles and brushes in here.

The containers are all filled with various fluids used in embalming and burial rituals.

Notes:

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20. Rift to the Plane of Shadow

A dark gash in the floor radiates negative energy and infuses the room with darkness.

The blackness in the floor is actually a gateway to the Elemental Plane of Shadow. There used to be a controlled gateway but an accident caused a rift. It is the source of the undead minions that inhabit the crypt and the reason that the bodies buried here have to be specially prepared.

A Knowledge:Arcana or Knowledge:Planes DC 10 check will reveal this for what it is. Nobody should be stupid enough to enter...

Notes:

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21. Coffin Storage

A dozen or so pine coffins are stacked against the back wall.

Nothing here but coffins. Well, not really. One of the coffins has a *scroll with Remove Curse, Remove Disease and Remove Paralysis*, all cast at 10th level.

Notes:

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22. **Mystical Room**

Strange runes and drawings cover the walls and floor of this room. The magic in the air makes the skin tingle.

After the rift opened in room 20, these runes and sigils were placed to control the rift to keep it from spreading. Strong magic protects the runes. Think lots of d6. Also on the floor is a small book which describes how these runes protect from the rift in the next room. In the description is also found directions to the Tower, should a Knowledge: Arcana DC 15 check be made. **Location: Tower.**

Notes:

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23. Crypt

Several brass plates are set into the walls here.

The plates bear the names of long-deceased Elkgrillers.

Notes:

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24. We bury people the old-fashioned way... We Urn them!

Several ceramic jars with names etched on them line the walls. The back wall contains a fountain that seems to be dedicated to Eloise Elkgriller.

The water radiates magic. Once per hour, a potion flask can be filled with the water which acts like a *potion of cure light wounds*.

Notes:

25. Urn Storage

Several open urns line the shelves in this room.

These are empty urns used to house cremated Elkgrillers. One of the urns is not empty. It is filled with *Dust of Dryness*. (DM:255)

Notes:

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26. Incinerator

The interior of this room is blackened. Otherwise, it looks empty.

The controls to the incinerator are in room 28.

Notes:

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27. Sarcophagus Room

Two gold sarcophagi sit in the back of the room. Each has a carving of some Elkgriller hero or somesuch. Standing in the middle of the two coffins is a large mummy. As he turns toward the party, the golden lids begin to slide off.

The standing mummy is a mummy mage. 1 round later, a mummy will emerge from each coffin. Inside of each coffin are several **Black Roses**.

Mummy: MM 190

Mummy Mage: See Init card

Notes:

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28. Control Room

The back wall of this room has two buttons, a red one and a black one.

The red button turns on the incinerator in room 26, and closes and seals the door in 26. The black button opens the door and turns off the flame. Characters in room 26 when the incinerator is active will take 3d6 dmg per round, no save. The door can only be opened by force. It has hardness 8 and 160hp and is immune to fire damage.

Notes:

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29. Swinging Log Trap

Why is there a spiked log in the ceiling?

Swinging Log Trap (DC 5 Search/Spot, DC 15 Disable, DC 15 Reflex or 2d6 dmg)

Notes:

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30. Lava Room

Several brass plaques line the walls of this large chamber. Two lava pits are placed at opposite ends of the room.

The secret door is easy to find (DC 18) but a little hard to disable (DC 27). If the trap on the secret door is not disabled, the lava pits will begin to percolate. One round later they will shoot lava balls in all directions every round for 10 rounds.

Everyone in the room when the lava balls go off will take 2d6 dmg per round from the lava balls (DC 18 Reflex for half) if they remain in the room.

Notes:

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31. Stairs Up

The stairs lead up to a dusty corridor. It looks like it has been quite some time since it has been used.

Nothing here but dust.

Notes:

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32. Patriarch's Tomb

A fire burns without heat in the fireplace in front of a bear rug. Above the fireplace, on the mantle sits a magnificent urn, perhaps from the first dynasty. Above the urn is a large portrait of Agnus Elkgriller, the original, if the large plaque can be believed, as well as what was his sword.. This is where you should probably use your paper and charcoal to make a rubbing.

The characters can make a rubbing of the plaque to get an **Elkgriller Crypt Rubbing**.

The sword is a *holy avenger* (DM:226)

Notes:

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1. Femur's End

A fountain sits in the middle of this small plaza. Several buildings surround the plaza and the small cobble stoned street that leads up to it. To your left, a large sign reads "Rudy's". However, it's hard to notice any of this because a very large red dragon is sitting in front of the street, eyeing you with his baleful eyes. A small puff of smoke curls out his nostrils as he says, "Welcome to Femur's End. Only the Invited may pass."

The red dragon is actually an illusion. If the party has a **Femur Toe Bone** in their possession, they can pass without incident. Otherwise, any attempt to enter Femur's End will result in the illusion attacking with a breath weapon. The illusion can be disbelieved, but not dispelled. Disbelieving is a DC 25 Will check. If the party is only attempting to go to Rudy's, the dragon will silently let them pass.

Dragon Breath: 12d10 fire dmg, DC 26 Reflex, 70' cone.

Notes:

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2. Rudy's Pub and House of Waging

The back of this bar houses a large counter, where bookmakers are taking bets and bartenders are serving drinks. Several tables seem to be hosting A board on the back wall lists odds for various fights and sporting activities. You can't help but notice that both the Elkgrillers and Boarspitters have a betting column. It seems that they both have stables of fighters. It seems that currently, there is one Boarspitter fighter on the board, Feroz, who is awaiting a challenger.

Rudy is behind the bar and will sell the party a betting slip. He'll also engage the party in a game of Three Dragon Ante. However, there are currently no challengers for Feroz, who is a fire giant. The party will not be told that Feroz is a fire giant, merely that he is an "accomplished fighter". So, until a party decides to fight Feroz, there can be no bets. Once a challenge is made, the bets go as follows: 5-1 for single combat, 4-1 for 2 on 1, 3-1 for 3 on 1, 2-1 for 4 on one, 1-1 for 5 on one, and 1-2 for 6 on one. Should the party defeat Feroz, they win a **Boxing Trophy***.

The party can also join into a game of Three Dragon Ante. Should they win a hand, they can get either 1 gold or a **Poker Chip from Rudy's**.

Based on the outcome of the fight, the bettors may end up with a **Winning Betting Slip from Femur's End**.

In order to go through the door to room 3, the party must either have made a bet, a challenge or both.

The secret door is behind the fireplace and is a DC 20 Search check. This room mostly empties out during a fight, so it would be possible to sneak in this door as long as the single guy left at the bar was distracted.

Notes:

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3. **Combat Arena**

Not many things can upstage a 12 foot tall, coal-black dwarf with fire-red hair. A beholder, floating next to a throne on a raised platform, is one of those things.

This is where the challenge combat takes place. The fire giant is Feroz, whom the party must defeat to win. The beholder is called Xixroxix and is the unofficial boss of Femur's End. He also happens to be in shape-changed form as Rudy most of the time. Besides announcing the start of the fight, he also makes sure that no one who should not be in the fight tries to interfere.

As the fight nears, the edges of the room fill up with bettors. The raised area to the south is full of VIP's. Also, members of the challenger's party who are not participating are seated here.

A DC 25 Search check will reveal the secret door to the South. It would be possible to slip into this door unnoticed during the fight.

Fire Giant: MM: 121

Beholder: MM: 26

Notes:

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4. Entrance to Sewers

This small room has trapdoor set in the floor. A slightly foul odor comes from the trap door.

The trap door is locked (DC 20) and trapped (DC 25 Search, DC 25 Disable). If the trap is set off, it won't go off immediately. Instead, it will arm the trap in room 4a, below.

4a. Underground Entrance to Sewers

A ladder leads down to a small hallway. At the end of the hallway is a sludgy waterway.

If the party follows the waterway, it will end up leading to a portcullis that opens to a small landing and a stairway that leads to room 7 to the sewers level. The portcullis is easily opened.

If the trap was not disarmed, as soon as the party gets down the ladder, the trap door will close and the room will start filling up with water. It will be completely full in 10 rounds. Opening the trap door from this side is a DC 30 Disable check, or it can be broken. (60 HP, Hardness 10, Break DC 25)

There is also an invisible wall that is formed at the water's edge. It can be dispelled or broken. (30 HP, Hardness 5, Break DC 25)

Notes:

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5. Stables

Old straw litters the floor of the stalls. Various tools, crops and other gear hangs on the wall.

Other than the occasional dung patty, there isn't much of interest here except for the **1GP** in one of the dung patties. (DC 18 Search)

Notes:

6. Warehouse

Crates and barrels are stacked floor to ceiling. Towards the front are a couple of dollies and empty pallets. A small desk is in the front of the room.

The barrels all mostly contain beer and ale. The crates contain various items. One crate has a maple leaf on the side and contains sun umbrellas. Towards the back, one of the crates contains several bottles of **Elkgriller Pinot Grigio**.

A search of the desk reveals a receipt which shows the location of the Elkgriller's warehouse. **Location: Warehouse**

Notes:

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7. Empty Residence

This small house has three rooms – two bedrooms and a common room. The common room has a dining table and chairs, and the bedrooms contain beds.

Nothing here...

Notes:

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8. Shipping Office

This office has a couple of desks, several bookshelves and a chart table. Almost every available surface is covered by a chart, cargo manifest or receipt. Oddly enough, there is a large chandelier hanging over the center of the room. A small cannon points down from the balcony.

A casual search (DC 15) will reveal a small chest under one of the desks. The chest is locked (DC 18 Disable). Unless the chest is unlocked with the key, which is carried by one of the Elkgrillers, opening the chest will set off a trap. Inside the chest is the **Elkgriller Letter of Marque*** and a map which shows the location of the Elkgriller Operations HQ. This will give the party **Location: Tower**.

When the trap is set off, 12 skeletal corsairs will appear upstairs. Three of them will man the cannon, while the other 9 will swoop down on ropes and attack. The cannon can fire once every four rounds. It fires grapeshot (3d6 dmg, DC 20 Reflex for half). If two of the three manning the cannon are killed, it can no longer be fired.

If the ropes are used to ascend to the platform, it will cause the chandelier to crash into the ground. Anyone in the middle 4 tiles of the room will need to make a DC 17 Reflex save, or take 2d6 damage and be stunned for 1 round.

One of the ropes is actually a *rope of climbing*. (DM:266)

Skeletal Corsairs: See Init Card

Notes:

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9. Training Room

This open space looks like it is used for martial training. A weapons rack on the back wall contains wooden and padded practice weapons, and various punching bags hang from the ceiling. A small target next to some throwing axes sits in a corner.

If one of the throwing axes is thrown into the bullseye, it will open the secret door. Otherwise, the secret door is a DC 20 Search to find and a DC 35 Disable to open. It cannot be forced.

Inside the secret door room is a cool wine storage area. There are several bottles of **Elkgriller Pinot Noir**.

If examined, one of the axes is of higher quality than the others. It is a *dwarven thrower axe*. (DM:226 as dwarven thrower, but an axe)

Notes:

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10. Closed Tobacco Store

Most of the shelves in this once-magnificent store are empty and dusty. A few odds and ends, like stale tobacco and pipe cleaners are in some old jars. The furniture is also dusty and in bad repair.

A quick search (DC 15) will reveal paperwork that shows the location of this store's former supplier, Elkgriller Fine Imports. This will give the party **Location: Warehouse**.

In one of the jars (DC 18) is a pipe. It is a *pipe of charisma*.

Notes:

Pipe of Charisma: If smoked, grants the smoker +1 charisma for 4 hours. Usable once per day.

1. Sewer Entrance

A slimy grate is firmly embedded into the middle of the floor. A slight breeze can be felt blowing from the grate.

The grate is locked (DC 20) and stuck (Break DC 25) in the floor. Once the party gets the grate open, they see a shaft headed down at a 45 degree angle. They can descend down the passage by making a DC 20 Reflex save. Otherwise, they get dumped down the passage for 1d6 damage and land in room 2.

Notes:

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2. Sewer Start

A large pipe sticks out of the wall dripping sludge onto the floor. The walls here are made of natural stone.

Nothing here.

Notes:

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3. Not so Secret Door

The end of this passage ends in a slimy green wall. The faint outline of a door can be seen.

There is no secret door here. The slime on the green wall, though, is a highly adhesive, corrosive glue. Anyone touching it will notice that it is extremely tacky. They must make a DC 25 Reflex save or become stuck. Once stuck, they can only be detached in a few ways. They can make a DC 25 Strength check (this can be assisted). If they break free, they take 1d6 of damage. They can burn their way free, however, if fire is used, the entire wall catches on fire, causing 3d6 points of fire dmg to the person stuck to the wall and 1d6 to anyone within 10 feet. They can also use magic. A grease spell will break the hold. Other magic can be used as makes sense, such as free action. If the character(s) do not free themselves within 1d4 rounds, they will start taking 1d4 corrosive damage per round as they begin to fuse with the wall. Should they be reduced to zero HP, they are irrevocably stuck to the wall and cannot be resurrected. Nothing short of a *wish* can remove them.

Notes:

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4. Empty Cave

The cave dead-ends here.

Yep, dead-end.

Notes:

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5. Secret Door

Green slime covers the back wall of this passage. The faint outline of a door can be seen.

The secret door can be trivially found with a DC 14 Spot or Search check. It can be opened with a Disable Device DC 15 check.

Notes:

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6. Store Room

Barrels and crates line the walls of this room. Down the hallway there is a large manhole cover set into the floor.

The manhole cover is an **Elkgriller Crested Manhole Cover**. The cover can be removed quite easily, however it is an anchor for an illusion and a trap. The trap is hard to find (DC 35 Search) and hard to disable (DC 35). If the manhole cover is removed before the trap is disabled, it cause a large section of the floor to disappear, plunging anyone on the tile into a deep pit, causing 4d6 damage and putting them 40 feet down. Furthermore, they will land in 2 feet of mud and be stuck. It will require a DC 18 strength check to free oneself. In the mud is a *wand of shatter*. (DM:246)

The secret door to 5 and 11 is a DC 18 spot/search and DC 18 Open Locks.

Notes:

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7. Stairs

A curved stairway leads up into the damp darkness.

The stairs lead to room 4a in the Town and Arena level.

Notes:

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8. Treasure Room

A small treasure chest sits on a raised platform.

Inside the treasure chest is an **Elkgriller Cut Ruby*** and **2GP**. The party will have to physically manipulate the treasure chest to open it up.

The door to this room is double locked. The first lock is DC 20 and the second lock is DC 25. However, if the first lock's DC is not exceeded by at least 5, the 2nd lock won't be noticed. If the party attempts to open the door, it will increase the DC of the 2nd lock by 3. Each successive failed attempt on the 2nd lock will also increase the DC by 3. The 2nd lock's DC can be reset by re-locking the first lock. (DC 20).

Notes:

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9. Boat Room

Two makeshift rafts are tethered to the shore at the beginning of a thick, stagnant stream.

The sewage stream is somewhat toxic. Every 3rd round a character stands in the stream, he must make a DC 16 Fort Check or take 1d3 con damage. Characters on the boats are not affected.

If the characters take the boat, as soon as they pass into room 10 or 14, a disembodied voice shouts “Dead Men Tell No Tales!”

Notes:

Toxic Sludge: Every 3 rounds in the sludge – DC 16 Fort check or take 1d3 Con damage.

10. Rats!

As you pass underneath the shiny stalactites, you hear the splashing and the pitter patter of little feet.

As soon as the party fully enters this room, they are attacked by a Rat Swarm. Once the rat swarm is dispatched, they can pick up one of the carcasses as their **Dead Sewer Rat**.

Rat Swarm: MM: 239

Notes:

Toxic Sludge: Every 3 rounds in the sludge – DC 16 Fort check or take 1d3 Con damage.

11. Wiggle while you jiggle

The stream opens up here into a large, fetid pool. A wooden bridge crosses the stream at one end of the cavern. At each end of the stream, jagged stalactites hang from the ceiling. Rocks and other natural debris litters the floor of the cave.

At each end of the stream are black puddings that will attack the party. Once the party gets to the bridge on one side or 10' of the other opening the black puddings will attack. (Yes, there could be 2 separate combats here). Once the party is engaged with a set of puddings, the other set, if not already dispatched will join the fray in 10 rounds. There are 2 puddings near the bridge and 1 near the opening to room 10.

Black Pudding: MM 201

Notes:

Toxic Sludge: Every 3 rounds in the sludge – DC 16 Fort check or take 1d3 Con damage.

12. Rory's Happy Trap

A rusted, locked portcullis blocks the way to a dark and drafty passageway. Just inside the passageway stand a bunch of large ceramic containers.

The portcullis is difficult to open. It requires a DC 30 break or a DC 30 Open Locks. Once a character gets up the stairs to the first landing, he will set off a trap (DC 30 Search, DC 30 Disable – a failed disable check will set the trap off)

If the trap is set off, a large barrel goes bounding down the stairs. Anyone on the stairs must make a Reflex Check (DC 18 for half) or take 3d6 damage. Unless the ceramic containers in the corner at the bottom of the stairs have been moved, (they are heavy – they weigh 500lbs apiece) the barrel will crash into the containers, breaking them. When the barrels break, they spray their contents in a 20' radius. Characters must make a Reflex Check (DC 20 for half) or take 3d6 acid damage.

At the top of the stairs is a ladder. The ladder ends in a manhole cover that opens up into the Trade District of Waterdeep.

Notes:

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13. Scenic, Ain't It?

For some reason, the water in here is not murky. It's very clear, even though it's a slight shade of blue. The bottom of the stream can be seen very clearly, some 6-10' below the surface. Something shiny is on the bottom.

The water here, unlike the rest of the sewers, is not toxic. In fact, it radiates a minor amount of magic. Should the characters enter the water, it will remove any disease (as Cure Disease) or act as a Restoration (as spell, 10th level). This effect can only be used once per character. **1GP** sits on the bottom.

Notes:

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14. PB & OJ

The amount of debris floating on the surface of the water here seems a little less than normal around the wooden bridge in the middle of the stream. There is also a rusty looking portcullis near the bridge.

4 ochre jellies make their home on and around the bridge. They will attack from the bridge or the water. The characters will walk right into the ochre jellies unless they notice them with a DC 15 spot check.

Ochre Jelly: MM 202

Notes:

Toxic Sludge: Every 3 rounds in the sludge – DC 16 Fort check or take 1d3 Con damage.

15. Steppin' Out

Looking through the portcullis, you can just make out what look to be a set of stairs going up into darkness.

The portcullis is rusted (DC 25 break) and locked (DC 30 open). Either check, if successful, will open the portcullis.

About halfway up the stairs, one of the steps is an illusion. (DC 20 Spot Search, DC 20 Spot) It cannot be disabled, but it can be dispelled. The illusionary step covers a pit. The walls of the pit have small, downward pointing spikes. Falling in the pit simply does 1d6 of damage. However, getting out will be problematic. It is a DC 25 climb check to get out of the pit with no damage. Otherwise, the character takes 1d6 damage (max 3d6) for every 5 points the check is missed by. If the character is simply pulled out, they take 3d6 damage.

Should the characters be in combat, climbing out carefully takes 10 rounds.

Notes:

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16. Cavern Entrance

You've stumbled onto a little known Waterdeep treasure. The Elkgriller Caverns are known for the rare flora and fauna, as well as spectacular cave formations. From the glistening formations you see here, the tales do not exaggerate.

Notes:

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17. Mineral Cavern

This cavern is filled with stalactites and stalagmites. Most of them have multi-colored veins of ore winding through them.

Upon closer inspection (DC 20) there is a *dusty rose ioun stone* (DM:260) in one of the stalactites.

Notes:

18. Mushroom Cave

Mushrooms of all sizes and colors fill the cavern. Some are even growing from the walls and ceiling. Several of them glow softly.

While pretty, there is nothing in here.

Notes:

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19. Crystal Cavern

Several of the formations in this cavern are made from a clear, crystal-like substance. The light is refracted through these crystals creating a dazzling display of colors and patterns. These are clearly formations of Underdark Crystals.

Due to the light show, it is difficult to see in here. If examined carefully (DC 20 Spot, no time for search), the characters will notice that there seem to be wasp nests attached to the stalactites near the ceiling. After the characters have been in the room for 1 round, the wasps will attack as a Hellwasp Swarm.

Lying about are loose Underdark Crystals.

Hellwasp Swarm: MM 247

Notes:

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20. Limestone Cave

Beautiful limestone formations, created over eons and glistening with moisture, fill this cave.

Again, empty...

Notes:

21. Smooth Cavern

The floor of this cavern is unusually smooth. The floor is also slightly concave. A couple of the smaller cavern enclaves also appear quite smooth.

This cavern is home to 2 destrachans. They stand guard here to keep folks out of room 22. They will attack any who enter.

Destrachan: MM 49

Notes:

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22. Peat Moss Cavern

You've entered into the real treasure of these caverns. Black Peat Moss, used in the manufacture of the Elkgriller's illegal whiskey covers almost every surface.

There is a 50% chance that any character attempting to retrieve the **Black Peat Moss** will instead pick up Black Fungus. This can be avoided with a successful Alchemy or Knowledge:Underdark check (DC 17). Otherwise, those characters that touch Black Fungus must make a successful Fortitude Save (DC 17) or be enveloped by the fungus. The envelopment takes 1 round. Once enveloped, the fungus deals 1d3 Con damage (DC 17 Fort Save) each round until Con reaches 0. Once Con reaches 0, the character is dead and becomes Black Peat Moss in 3-6 weeks. An enveloped character can be saved by 20 points of fire damage or a Cure Disease spell.

Notes:

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1. Warehouse Lobby

This lobby is furnished with opulent furniture and a well-cleaned slate floor. Illusions of pipes, tobacco, wines and other fine living accessories float near the walls, advertising the fine Elkgriller brands. A large, demon shaped archway “invites” the party to proceed further inward.

Nothing here, but it’s cool looking!

Notes:

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2. Carpeted Hallway

This hallway is carpeted in thick, green carpet. The two branches end in stout wooden doors. The Elkgriller family crescent adorns the back wall, opposite the archway.

The doors aren't even locked!

Notes:

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3. Ad Hallway

Several posters displaying fine Elkgriller products line the hallway. The floor is wooden.

Again, nothing in here.

Notes:

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4. Office

A desk sits against the back wall, covered in papers. A big coat rack is almost completely obscured by coats and cloaks hanging on it.

A mind flayer and his dominated minion, a level 6 rogue, are in this room. The flayer will know the party is coming. The rogue will be hidden behind the coat rack and will attempt a sneak attack at the earliest opportunity. The flayer will mostly follow the attack script lined out in the MM.

On the desk is an **Elkgriller Churchwarden Pipe**. A small ring is under the blotter (DC 12 Search). It is a *ring of wizardry(I)*. (DM:233) In the desk is a small receipt for a pickup for black peat moss. **Location: Caves.**

Mind Flayer: MM 186

Rogue: See Init Card

Notes:

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5. Storeroom

This room is full of boxes and crates.

The boxes and crates have various Elkgriller goods in them. They also have **1GP**.

Notes:

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6. Another Store Room

There are several open barrels in here, each one holding several bolts of cloth. More cloth is folded up and stored on shelves.

Other than nice cloth, there is nothing in here.

Notes:

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7. Anteroom

The door in this room looks like it's very stout and made of metal. Next to the door, the wall is filled with knobs and levers.

The levers and knobs operate the machinery in the chasm in the adjoining room. The red knob turns on the furnace and the red lever operates the flame level of the furnace. The black knob turns on the teleporter, and the lever controls whether the item is teleported in or out. Up is in, down is out. The green button operates the secret door and the green lever controls the trap outside of room 8. The green lever must be set to the middle to disable the trap.

The secret door can be found with a DC 20 Search check. A DC 20 Disable Device check will reveal the mechanism to the door, but not the trap.

7. Chasm

Various packages good lie on the floor in here. Five half orcs look surprised to find you here.

The half orcs are another party in the Scavenger Hunt. They are currently looking for goods. They will fight or parlay depending on the actions of the party.

As for the chasm, if the teleporter is operated, it will send/retrieve goods from a loading dock behind the warehouse in a non-descript alley in Waterdeep. Should the incinerator be operated, it will do 3d6 points of fire damage per round to any character in the chasm or within 5 feet of it. Otherwise, the chasm is 5 feet deep and empty.



8. A bad place to be

This non-descript corridor ends in two new looking doors.

The doors are not locked. However, they are magically trapped and controlled by the green lever in room 7. The Search DC for the trap is 35, and the Disable is 35. A failed Disable attempt will set off the trap.

If either of the doors are opened, it will set off the trap. The characters will hear (Listen DC 18) a click coming from behind the door with the ramp. One round later, a huge ball will burst through the door and roll through the door to room 9. When it hits room 9, the ball hits a large spring, and comes back. The ball will oscillate traveling 30 ft per round. Anyone in the path must make a DC 20 Reflex save or take 3d8 points of damage.

Once the ball is in motion, it can only be stopped with the green lever. Putting the green lever in the center position will activate a magnet on top of the ramp, which will trap the ball on top of the ramp.

Notes:

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9. Spring Room

The back wall of this room has a huge spring against the back wall. Several small crates are to the right of the spring.

The crates are all crates of **Elkgriller Long-Leaf Pipe Tobacco.**

Notes:

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10-11. Shed and Stairs

This run-down shed sits outside of a large, ornate tower. The door hangs open on broken hinges and weeds overrun the small yard. Inside is a single set of stairs leading down into darkness. On either side of the stairs a tall, fleshy figure stands guard.

The two figures are flesh golems and will only attack if the characters descend the stairs. The stairs lead to 11.

The passageways underground are well-built and very clean.

Flesh Golem: MM 135

Notes:

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12-13-14-15. Traps

A self-animated broom is sweeping the corridor here. The dust magically disappears after being swept.

12 – Swinging Spike Trap (DC 20 Search, DC 20 Disable, DC 18 Reflex or 2d6 dmg)

13 – Swinging Log Trap (DC 5 Search/Spot, DC 15 Disable, DC 15 Reflex or 2d6 dmg)

14 – Arrow Trap (DC 20 Disable, +10 to hit, 1d6+2 dmg, attacks nearest character within 10 feet)

15 - Swinging Spike Trap (DC 20 Search, DC 20 Disable, DC 18 Reflex or 2d6 dmg)

Notes:

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16. Falling Block

As you look into the 4-way intersection ahead, a huge stone block falls from the ceiling, blocking your path.

The block has hardness 8 and 1800 hp as it is 10 ft thick.

Notes:

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17. Blocked Passageway

The passageway is blocked in the middle by a huge mound of rubble.

Should the characters physically try to remove the rubble, more will just fall in. The only way to get through is to utter the phrase “It tastes like burning” in Draconian.

Notes:

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18. Log over a Pit of Acid

A log spans a pit filled with a clear liquid with an acrid odor.

The ceiling is covered in metal spikes (DC 15 Spot check, unless someone specifically looks up) A DC 20 Spot check reveals something on the bottom of the pit. It is a *gem of brightness*. (DM:257)

The log is quite easily traversed (DC 7 Balance) by any single character. However, once two or more characters are on the log, it sets up a harmonic vibration that launches all characters from the log into the ceiling (2d6 dmg, DC 20 Reflex for half) and then back down into the acid. Characters in the acid take 1d6 dmg each round, no save.

Notes:

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19. Arrow Trap

Something looks a little strange at the T-intersection up ahead.

Once any character gets within 10 feet of the arrow trap, it will shoot one special arrow every 2 rounds.

The arrows here do no damage. Instead they teleport the characters into the middle of the acid pool.

Arrow Trap: DC 20 Disable, +10 to hit, teleport to pit (DC 15 Will negates)

Notes:

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20. Falling Block

As you look into the 4-way intersection ahead, a huge stone block falls from the ceiling, blocking your path.

The block has hardness 8 and 1800 hp as it is 10 ft thick.

Notes:

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21-22-23-24. Traps

A self-animated broom is sweeping the corridor here. The dust magically disappears after being swept.

21 – Swinging Log Trap (DC 5 Search/Spot, DC 15 Disable, DC 15 Reflex or 2d6 dmg)

22 – Pit trap (DC 20 Search, DC 20 Disable, DC 15 Reflex or 1d6 falling plus 1d6 spike damage)

23 – Arrow Trap (DC 20 Disable, +10 to hit, 1d6+2 dmg, attacks nearest character within 10 feet)

24 – Arrow Trap (DC 20 Disable, +10 to hit, 1d6+2 dmg, attacks nearest character within 10 feet)

Notes:

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25. Falling Block

As you look into the 4-way intersection ahead, a huge stone block falls from the ceiling, blocking your path.

The block has hardness 8 and 1800 hp as it is 10 ft thick.

Notes:

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26. Stairs and Lightning

Lightning crackles back and forth across these stairs that ascend up into the next level.

The lightning is harmless.

Notes:

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27. Tower Foyer

Two nice chairs and a little table sit along the wall. Two glasses and a decanter of some brown liquid are on the table

The liquid is a nice brandy and is quite good.

Notes:

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28. Living Water Room

A big pool of water is in the middle of the room. It's contained by a raised lip.

The water will attack any character within 5 feet of the pool and attempt to grapple. If successful, the water will pull the character toward the pool at 5 feet per round. Once pulled into the pool, characters will be flushed down the pool and will end up at spot F in room 14 of the sewer level.

The secret door is pretty easy to find. (DC 18 Spot/Search) It opens easily.

Water trap: +10 to hit (touch attack), +15 grapple

Notes:

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29. Secret Room

This small room is full of clothes and linens.

Buried in the stack of linens are some **Elkgriller Crested Towels**. Also buried in here (DC 18 Search) is a *headband of intellect* +2. (DM:258)

Notes:

30. Hall and Stairs

This long, narrow hallway leads to circular stairs at the end of the hall.

The stairs go up to room 31.

Notes:

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31. Landing

Arrow slits look out over this small landing, and a small, closed door seems to be the only way to get to the other side of the slits.

The door is unlocked, and there is currently nothing behind the slits.

Notes:

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32. Cells

This mazelike area has several smallish rooms that look like they once served as cells. They are swept clean now.

The cells are all empty and remarkably clean.

Notes:

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33. Store Room

This small alcove is full of various cleaning supplies and agents.

Searching through the bottles (DC 18) yields 1 *potion of cure light wounds* and 1 *potion of cure serious wounds*.

Notes:

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34. Arrow Loops

Three arrow loops look out over the landing.

Notes:

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35-36. Summoning Room

As you enter this room, a magic mouth appears on the wall. It says “Summoning Containment Failed – Defensive Countermeasures Initiated”

The only way to turn this off is to get into Room 36 and disable the Summoning Device. The swiveling wall can be discovered with a DC 18 search. Disabling the device can be done one of three ways:

- 1) Disable it. DC 40 Disable, or a dispel check, DC 21.
- 2) Use the *Summoning Key*
- 3) Exit the tower/basement

Once activated, the following happen successively every 5 rounds and affect the entire tower and basement

- 1) Sleep. Sleep cast on everyone as 10th level.
- 2) Lightning Bolt Field (everyone takes 3d6 dmg, Reflex DC 14)
- 3) Wall of Fire (cast as 10th level) cast at every doorway/stairway
- 4) Stinking Cloud throughout complex as 10th level
- 5) Cloudkill throughout entire complex as 10th level
- 6) Banish (any extra-planar creatures, familiars, etc will be sent back to their home plane, folks from prime material plane (i.e. the party) will simply be teleported outside the shed)

Notes:

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37. Sitting Room

Several comfy chairs and tables are arranged in a conversation-friendly manner. A deck of cards sits on one of the tables between two chairs.

The deck of cards is a *deck of many things*. (DM:278) However, if the deck is removed from this room, it will vanish and reappear on the table. The used cards will still be missing.

Notes:

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38. Wizard's Bedroom

Ornate, yet slightly shabby furniture decorates this bedroom. A small desk is along one wall and a door opens up to a small balcony. A skeletal figure stands on the balcony and turns around. "I've been expecting you".

The skeletal figure is a demi-lich and the guardian of the tower. He will attack at once.

Sitting on the desk is an **Elkgriller Cigar Cutter** as well as a dozen Churchills and **1GP**. Also is a bill from a sewer cleaning surface. **Location: Sewers.**

Demi-Lich: See Init Card

Notes:

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39. Lavatory

A bathtub and a small chamber pot are in this room. They look like they haven't been used in awhile.

Sitting on the side of the tub is the **Elkgriller Crystal Decanter*** half full of brandy.

Notes:

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40. Closet

This closet is full of clothes that look like they haven't been worn in quite some time.

Notes:

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NPCs

WATERDEEP
SCAVENGER HUNT
KUBLACON 2007

Name: Mr. Wensley

Profession: Ambassador

Location: Party

The ambassador is a high-society snob (they have slaves, you know...) He is here because he has extensive dealing with the Elkgrillers, not all of them above board. He is fond of the drink, especially brandy.

For a brandy, he will give out the following random info. (# of brandy glasses consumed before revealing)

1. He knows the location of the Caves, as he imports Black Peat Moss (Location: Caves) (1)
2. He has been a guest at the Wizard Tower, and thinks it's cool. He knows where it is (Location: Tower) (2)
3. He knows the password for the stone passage in the Tower Basement (Token: Tower Password) (3)
4. He has attended service with the Elkgrillers (Location: Church) (2)

Name: Amjen

Profession: Beggar

Location: Wandering

The beggar is a wealth of information. He knows many things that are all an offering away. He tends to prattle though, so the information has to be extracted from his ramblings about Dark Gods and the end of the world.

1. He knows Waterdeep well, and knows where Femur's End is. (Location: Femur's End)
2. He knows shortcuts. (Location: Sewers)
3. He knows that the Elkgrillers are privateers, and maintain an office in Femur's End.
4. He knows that the Elkgrillers produce fine luxury items, like alcohol and tobacco, and have a warehouse, as well as storage in Femur's End.
5. He once was a contestant in a combat at Rudy's. He could have been a champion, had he not been paid to take a dive.
6. He knows the Elkgrillers worship a secret, dark god. He's seen a ritual. (Location: church)
7. If given a tip, there is a 25% chance that he will hand over his *Summoning Key*. (only has 1)

Name: Antonio

Profession: Door Warden

Location: Party

The door warden greets the guests and checks their invites. If he gets a phony invite, (i.e. one from the party) role play it. He will know it is phony but he can be bribed (2 GP to start) or convinced. Again, role play this.

For a price, he will give out the following random info. (1 rumour per donation)

1. He knows there is an entrance to the sewers in Rudy's. (Location: Femur's End)
2. He knows who people should talk to at the party, the sommelier, the waiter and the Ambassador from Calimport. He can also point out the District Overseer (Rory) if he happens to be in the room.

You are the first person the characters will see, so your actions will set the tone.

Name: Rudy

Profession: Owner of Rudy's

Location: Rudy's

Rudy owns Rudy's. While in the front room, he is generally found taking bets for the fight and engaging in games of Liar's Dice and Three-Dragon Ante. Should they challenge him to a game. If they win, they get info or a gold piece. If they lose, it costs 1 GP.

Rudy also happens to be a shape-changed beholder. Once a fight starts in the arena. He'll take his place by the throne and switch to beholder form to announce the fight.

Here is what he knows:

1. He knows a lot about the underground. (Location: Caves and Location: Sewers) (This is 2 pieces of info)
2. He knows somewhat about the Elkgriller's arcane interests. (Location: Tower)
3. He of course knows that the winner of the fight will win 5GP plus the coveted **Boxing Trophy***.

Name: Xigu

Profession: Slave

Location: Party

The slave hangs near the ambassador and does his bidding. He hates the ambassador, and if it weren't for the geas placed on him (among other things) he'd probably make a run for it. The geas doesn't keep him from talking, though.

If someone is friendly, he'll reveal the following info

1. He knows the ambassador likes his brandy
2. He has done some dirty work for the ambassador. He knows where the crypts are.
(Location: Crypts)

Name: Frank

Profession: Torch Lighter

Location: Wandering

The torch lighter wanders the streets of Waterdeep by day, checking the street torches and prepping them for the night. For a tip, he'll reveal the following:

1. He knows Waterdeep well, and knows where Femur's End is. (Location: Femur's End)
2. He knows shortcuts. (Location: Sewers)

Name: Olaf

Profession: Waiter

Location: Party or Rudy's Patron

The waiter will be wandering around with a tray of appetizers. For a good tip, he'll gladly spill the beans on anything he knows. If he is encountered at Rudy's, he will need to be bribed. (Note, a beer is a good bribe...)

For a price, he will give out the following random info. (1 rumour per donation)

1. He knows the location of Rudy's. (Location: Femur's End)
2. He knows the Ambassador likes his brandy.
3. He knows the location of the warehouse. (Location: Warehouse)

Name: Rensoir

Profession: Sommelier

Location: Party (initially) then as a wanderering encounter

The sommelier knows much about the Elkgrillers. Not only has he been in their employ for 15 years, he also is the chief person to deal with most of the Elkgriller's alcohol business. He has recently found out, though, that the Elkgrillers may have been involved in the murder of his wife. Rather than quit, he prefers to do damage from the inside. When not doing his job, he actively skulks about Waterdeep, gathering information to bring down the Elkgrillers.

For a price, he will give out the following random info. (1 rumour per donation, he will also take Elkgriller info if the characters know anything)

1. He knows where the Elkgrillers used to worship in secret. (Location: church)
2. He knows where most of the Elkgrillers are buried (Location: crypt)
3. He knows where Rudy's is - he sells alcohol to them (Location: Femur's End)
4. He knows where the warehouse is (Location: warehouse)
5. Although he does not know exactly where the Sewers are, he knows that the **Elkgriller Cut Ruby*** is hidden there.

Feel free to embellish with any random wine facts or anything else you wish to do.