

## Into the Undermaze:

*PC levels: 7 – 9*

*Required Books:* Player's Handbook, Dungeon Master's Guide, Monster Manual, the Burden's Peak City Setting Sourcebook, and the Dungeonsweepers Guild Guidebook

*Pre-requisites:* The PCs must be members of the Dungeonsweepers Guild in Burden's Peak.

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**N**uvak Highmoor, the guild master of the Dungeonsweepers, approaches the PCs about a possible mission for them. According to local rumors, a small band of Drow have been spotted creeping about the Southwest Sector of Burden's Peak after nightfall. Nuvak instructs the PCs to post a watch over the Southwest Sector to try and determine the authenticity of these claims.

### Southwest Sector Overview:



The Southwest Sector of Burden's Peak is one of the largest sectors in the city. It is home to such shops and services as the Elfstone Tavern (5), the Sated Satyr Tavern (8), the Blackstar Inn (15), the Fellowship of Bowyers and Fletchers Guild Hall (18), the famed Dungeonsweepers Guild Hall (19), the Garden of Delights (28), Kario's Emporium (29), the Crooked Shelf general store (38), the Stabled Mount stables (42), the Constable's Office and Jail (46), the Temple of Avandra (A), the Temple of Ioun (E), as well as lodging and warehouses for the shop owners, guards, and other residents of the sector.

The PCs are instructed to familiarize themselves with the sector, if they are not already, and become acquainted with the various personalities, such as shop owners and residents of note. Nuvak tells them to keep their eyes open for possible entrances to the dark Undermaze, the city's abandoned sewer network, as Drow are fabled to reside there.

### NPCs of Note:

**Deara Highwind**, Elf Female (Lvl. 4 Artillery)  
*Owner of the Elfstone Tavern*

**Jorn Willmit**, Gnome Male (Level 3 Skirmisher)  
*Owner of the Sated Satyr Tavern*

**Serra Dellman**, Human Female (Level 1 Commoner)  
*Owner of the Blackstar Inn*

**Orrin Prill**, Elf Male (Level 4 Commoner)  
*Guild master of the Fellowship of Bowyers and Fletchers Guild*

**Nuvak Highmoor**, Human Male (Level 29 Brute)  
*Guild master of the Dungeonsweepers Guild*

**Ella Firroll**, Elf Female (Level 1 Commoner)  
*Owner of the Garden of Delights general store*

**Kario Nillitt**, Gnome Male (Level 1 Commoner)  
*Owner of Kario's Emporium clothing store*

**Bull Mullins**, Human Male (Level 14 Brute)  
*Owner of the Crooked Shelf general store*

**Kadash Orrin**, Human Male (Level 1 Commoner)  
*Owner of the Stabled Mount stables*

**Lorrs Manefree**, Human Male (Level 18 Elite Brute)  
*City Constable*

**Gaelin Firl**, Elf Male (Level 6 Rogue)  
*Regular patron the Elfstone Tavern*

**Durrik Warren**, Human Male (Level 4 Fighter)  
*Regular patron of the Sated Satyr Tavern*

**Lefty**, Human Male (Level 1 Commoner)  
*Homeless resident of the Southwest Sector*

## Rumors/ Information:

**Deara Highwind:** Says she has not heard or seen anything out of the ordinary as of late, nor has her tavern been the target of vandalism or robbery.

**Jorn Willmit:** Says he has heard the rumors of Drow vandals, but has not personally seen anything to lead him to believe there is any truth to them.

**Serra Dellman:** Says she has heard the rumors about the Drow, and only two nights ago one of her downstairs windows had been shattered. She states nothing appeared to be stolen, and after replacing the window nothing else of note happened.

**Orrin Prill:** Says he, too, has heard the rumors of the Drow, and as such put a few of his guild-members on nightly watch around the guild hall, but they have not reported anything out of the ordinary.

**Nuvak Highmoor:** The man who put the PCs on this mission. He says he has heard the rumors, and that is the reason the PCs are on this mission.

**Ella Firroll:** Says she has had her general store broken into only two nights before, and several common items had been stolen. She says she replaced the broken windows and has not had any more trouble since.

**Kario Nillitt:** Says he was closing the store very late the prior night, and thought he saw a few dark figures slip out of sight just as he noticed them. He says he looked around, saw nothing, and then went home. His store was not disturbed.

**Bull Mullins:** The gruff man states that he did, indeed, see a small group of dark humanoid figures skulking about near his general store the night before. He says he waited with all the candles snuffed out inside his store. After only a few moments, he heard a window break. As one of the figures climbed in, he says he assaulted them with a swift punch to the back of the head. The figure grunted, and then slumped over. A split second later, a blinding, thick smoke filled the rear of the store. When he could see again, the slumped figure was gone, as were the others. He appears very agitated, and tells the PCs he will help in any way he can to catch the criminals.

**Kadash Orrin:** Says he has neither seen nor heard anything out of the ordinary as of late.

**Lorrs Manefree:** Says he, too, has heard the rumors of Drow, and as such has imposed a roving guard to keep watch over the sector at night. He admits that if the intruders are indeed Drow, it is unlikely they would be so foolish as to be caught by simple city guards. He does tell the PCs that he will give any aid necessary to assist the PCs and the Dungeonsweepers in catching the bandits.

**Gaelin Firl:** Smiles widely when questioned, then asks the PCs if they are really ready to deal with a Drow raiding party should they be caught. He says he knows of one entrance to the Undermaze in the Southwest Sector, and tells the PCs that it is behind the Elfstone Tavern in the east alley. He says he could show them the way, but it will cost them 20 gold pieces. He will say nothing further.

**Durrik Warren:** Says he has heard the Drow rumors, but doubts the authenticity of them. He says that if the intruders are indeed Drow, they would be much too organized as to be spotted by the locals. He says that if the PCs wish to pursue them, the Undermaze would be the perfect place to start, but doubts the PCs will find anything of value.

**Lefty:** Says in drunken voice that there absolutely is a small faction of Drow raiders that have infiltrated the Southwest Sector. Between slurs, he tells the PCs that he saw them with his own eyes as he was rooting through the trash behind the Sated Satyr tavern the night before. He says he saw them motioning to each other with hand gestures, then they split up and headed in different directions. He says not too much time later they regrouped, but one member of the party was being carried by another and appeared unconscious. He says as he remained hidden, he saw the Drow pulling things out of their pockets, passing them around to each other, then returning them to their pockets. He says he knocked a bottle over accidentally, and the Drow fled in the direction of the Elfstone tavern. He then asks the PCs for a few gold to get himself a room and some food for the night. If they oblige, Lefty thanks them repeatedly, then tells them he will keep them informed should he see anything else.

## The Entrance to the Undermaze:

As it turns out, Gaelin Firl was right. Indeed there is an entrance to the Undermaze behind the Elfstone tavern in the east alley. A successful Perception check (DC 20) will reveal a large, steel manhole cover that has been covered up by garbage bins. It is quite heavy, but a single PC can remove the cover with little trouble.

Once the manhole cover has been removed, the stench of waste and ages floats up. It appears to be pitch-black, and a small metal ladder leads down into the darkness. A successful Dungeoneering check (DC 20) will reveal that someone or some thing has been using this entrance very recently, as there are muddy clumps of waste near the entrance hole.

If the PCs report back to Nuvak, he will instruct them to proceed as directed, and to keep watch over the sector that night. If the PCs head into the Undermaze, skip the following section and go directly to the “*Into the Darkness*” section.

That night, as the PCs are patrolling the Southwest Sector, they see the aforementioned shop owners leaving their businesses and heading home. Occasionally, a city guard will pass by and exchange greetings with the PCs. A couple of hours after nightfall, the first sighting will occur.

As the PCs are patrolling the area of the sector near the Crooked Shelf general store, they will see a lone, black figure skulking between buildings. It is most certainly a Drow. If the PCs give chase, the Drow will flee. Consult the following challenge:

### Urban Chase

The PCs are hot on the heels of the Drow.

**Setup:** To catch up with the Drow, the PCs have to navigate the cityscape faster and smarter than the Drow.

**Level:** Equal to the level of the party.

**Complexity:** 5 (requires 12 successes before 6 failures).

**Primary Skills:** Acrobatics, Athletics, Perception, Streetwise.

*Acrobatics (moderate DCs):* You dodge past an obstacle, vault over a crowd, or cross a narrow passage to close or lengthen the distance between you and your opponent. A failed check indicates that you take a spill

and lose one healing surge, in addition to counting as a failure for the challenge.

*Athletics (moderate DCs):* You run fast, scale a wall, leap a fence, or swim across a canal to gain an advantage in the chase. A failed check indicates that you get banged up and lose one healing surge, in addition to counting as a failure for the challenge.

*Perception (easy DCs):* You spot a shortcut, notice a hiding space, or otherwise aid your cause. Using this skill doesn't count as a success or failure for the challenge, but instead provides a +2 bonus or a -2 penalty to the next character's skill check.

*Streetwise (hard DCs):* You know enough about the layout of urban settlements to use the environment to your best advantage during a chase.

**Success:** The PCs catch up to their quarry.

**Failure:** The PCs lose sight of their quarry and have to work harder to find them later.

If the PCs catch the Drow, it will not speak, and will attempt to flee constantly. It refuses to cooperate at all, and the PCs must make a successful Endurance check (DC 20) to keep the Drow restrained. Failure indicates the Drow breaks free and flees in the direction of the manhole cover the PCs found earlier.

If the Drow is kept restrained for at least 10 minutes, his allies will show up, and a combat encounter occurs. (See Monster Cards)

**Level 11 Encounter** XP: 2,400

◆ 4 Drow Warriors, level 11 Lurkers

If the PCs are not successful, the Drow slip away and flee back to the Undermaze. They will have to pursue them in order to find out more. If the PCs are successful and the Drow are dispatched, they should return to Nuvak and report their findings.

Nuvak instructs the PCs that they are to enter the Undermaze and track down the source of the Drow invasions, as Drow Warriors never act without instructions from leaders. If a Drow enclave has taken root below the streets of Burden's Peak, they must be eliminated before they are allowed to grow further in power.

## Into the Darkness:

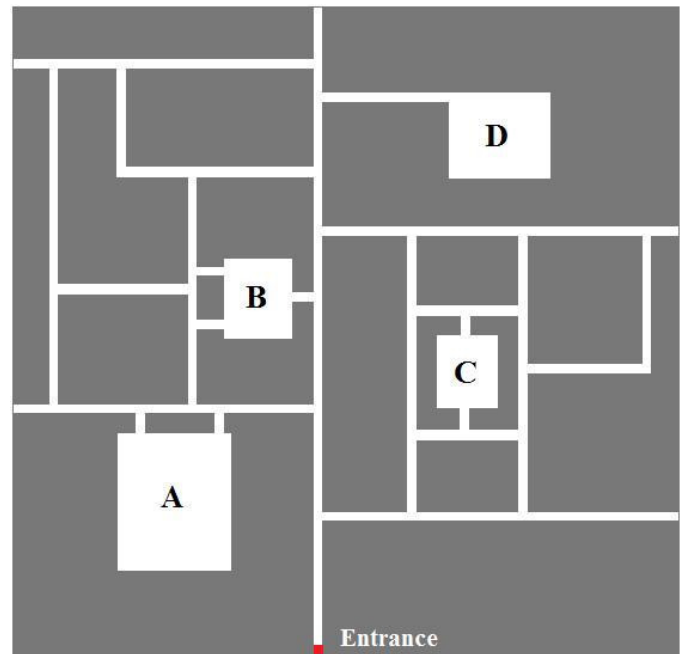
The opening to the Undermaze is a foul-smelling black pit with a thin metal ladder that leads down into the darkness. The arms of the ladder are covered in slime and mildew, and a successful Athletics check (DC 15) is required every round to ensure the PCs don't slip and fall on their way down. A failure indicates the PC slips and falls down to the floor of the sewer. Depending on where they are when they slip determines how much falling damage they take.

Total rounds needed to descend the ladder: 3  
Fall from first round: 3d10 damage  
Fall from second round: 2d10 damage  
Fall from third round: 1d10 damage

If a PC has already started descending the ladder and another PC falls from above them, the PC must make an Endurance check (DC 15) to keep a grip on the ladder while the other PC falls past them. Failure indicates that the falling PC knocks the other PC off the ladder on their way down, and both take falling damage equal to whatever round of descent they were on when they fell.

If the PCs successful make their way down to the floor of the sewer, they are greeted by dozens of rats and insects that scurry around their feet, but pose no threat. The tunnel stretches as far as the eye can see into the darkness, with occasional tunnels leading off from the main in multiple directions. The main tunnel the PCs start in is twenty feet wide and twenty feet high. Water and filth drip from the ceiling of the tunnel, and the walls are covered in mold, mildew, and slime of varying colors. Water and waste is on the floor of the tunnel, but does not impede the progress of the PCs as it is too shallow.

Further and repeated Dungeoneering checks (DC 20) will show the PCs the most likely direction the Drow have been following amidst the myriad tunnels that make up the Undermaze. The DM should have the PCs make a Dungeoneering check at every intersection to determine which way to go. Should the PCs fail a Dungeoneering check, they may go back to the last point that they succeeded at one and start again, lest they become lost.



The above map is for the DMs use only. The PCs should never see the map, nor are they to be expected to know where they are going, aside from tracking the Drow. Should the PCs wish to, they may keep track of where they have been, either by scribing their own map, marking the walls (if possible), or whatever means they see fit to avoid becoming hopelessly lost.

Periodically, there is a 60% chance of a random encounter in the Undermaze. Consult the following chart for Random Encounters (see Monster Cards):

Level 11 Encounter	XP: 2,200
◆ 2 Drow Warriors (Level 11 Lurkers)	
◆ 2 Drow Bowmasters (Level 10 Artillery)	
Level 13 Encounter	XP: 2,600
◆ 1 Drow Blademaster (Level 13 Elite Skirmisher)	
◆ 2 Drow Bowmasters (Level 10 Artillery)	
Level 10 Encounter	XP: 1,175
◆ 3 Troglodyte Warriors (Level 12 Minion)	
◆ 2 Troglodyte Impalers (Level 7 Artillery)	
◆ 1 Troglodyte Curse Chanter (Level 8 Controller)	
Level 10 Encounter	XP: 1,300
◆ 2 Blade Spiders (Level 10 Brute)	
◆ 2 Foulspawn Berserkers (Level 9 Soldiers)	

Level 9 Encounter XP: 1,000

- ◆ 2 Carrion Crawlers (Level 7 Controller)
- ◆ 1 Displacer Beast (Level 9 Skirmisher)

Level 9 Encounter XP: 850

- ◆ 1 Rot Scarab Swarm (Level 8 Soldier)
- ◆ 1 Gibbering Moulder (Level 10 Controller)

Level 11 Encounter XP: 1,400

- ◆ 2 Foulspawn Berserkers (Level 9 Soldier)
- ◆ 1 Foulspawn Seer (Level 11 Artillery)

Once the PCs make their way to Area A, the following Encounter occurs:

Level 12 Encounter XP: 1,475

- ◆ 3 Troglodyte Warriors (Level 12 Minions)
- ◆ 2 Troglodyte Impalers (Level 7 Artillery)
- ◆ 1 Troglodyte Curse Chanter (Level 8 Controller)

Once the PCs make their way to Area B, a large puddle of water, the following Encounter occurs:

Level 10 Encounter XP: 1,200

- ◆ 2 Rot Scarab Swarms (Level 8 Soldier)
- ◆ 1 Chuul (Level 10 Soldier)

When the PCs make their way to Area C, the following Encounter occurs:

Level 13 Encounter XP: 3,200

- ◆ 1 Drow Blademaster (Level 13 Elite Skirmisher)
- ◆ 2 Drow Bowmasters (Level 10 Artillery)
- ◆ 1 Drow Warrior (Level 11 Lurker)

When the PCs make their way down the final corridor to Area D, the following Trap Encounter occurs:

**Glyph of Warding** Level 7 Warden

Trap XP 300

*A hidden glyph around the tunnel suddenly glows and explodes as you try to pass through it.*

**Trap:** A magical glyph wards a portal, ready to explode with arcane fury when the trap is triggered.

#### Perception

- ◆ DC 28: The character notices the glyph.

**Additional Skill:** Arcana

- ◆ DC 24: The character spots the glyph and provides a +2 bonus to Thievery checks made to disable it.

#### Trigger

When a creature tries to open the guarded portal or pass through it, the glyph explodes.

#### Attack

**Immediate Reaction Close** burst 3

**Targets:** All creatures in burst

**Attack:** +10 vs. Reflex

**Hit:** The glyph is designed with one of the following effects:

- ◆ 4d6+4 fire damage and ongoing 5 fire damage (save ends)
- ◆ 4d6+4 cold damage and immobilize (save ends)
- ◆ 4d6+4 thunder damage and dazed (save ends)
- ◆ 4d6+4 lightning damage and dazed (save ends)
- ◆ 4d6+4 acid dmg. and ongoing 5 acid dmg. (save ends)
- ◆ 4d6+4 necrotic damage and -2 attack penalty (save ends)
- ◆ 4d6+4 radiant damage and blinded (save ends)

#### Countermeasure

- ◆ An adjacent character can disable the glyph with a DC 28 Thievery check.

#### Upgrade to Elite (600 XP)

- ◆ Increase the DCs of Perception, Thievery, and Arcana checks by 4.

- ◆ Add to the glyph's attack:

*Aftereffect:* 4d6+4 damage of the same type as the glyph's original damage.

When the PCs enter the final area, Area D, the following Encounter occurs:

Level 15 Encounter XP: 6,400

- ◆ 2 Drow Warriors (Level 11 Lurker)
- ◆ 2 Drow Bowmasters (Level 10 Artillery)
- ◆ 2 Drow Blademasters (Level 13 Elite Skirmishers)
- ◆ 1 Drow Assassin Lord (Level 10 Elite Skirmisher)

There are no more Drow to be found in this area of the Undermaze. The PCs are lead to believe that they have rooted out the Drow presence and can return to the surface.

Upon returning to the Dungeonsweepers Guild and telling Nuvak about what has happened, the PCs are rewarded with the following:

1,000 gp each

Full re-supply of all expended supplies

XP for this adventure: 12,575+