

Supplement for Encounter 1-3 Part 1: Finding the Hidden Chambers Challenge

The skill challenge may run smoother if you organize it according to scenes. Not all skills are appropriate at all times. The following suggestions may be helpful.

Scene 1: Deciding a Course

Read the boxed text, then allow the PCs the opportunity to consider what to do next. They may have questions, some of which could use the knowledge checks on page 5. In particular, they may recall that Downshadow is a community of “temporarily impoverished” and shifty adventurers.

PCs can choose to contact the denizens of Downshadow or to continue on their own. The skill challenge assumes that the PCs will try both scenes, but you should either consider dropping success limits on dungeoneering if the PCs skip scene 2 or hint towards taking on scene 2.

PCs may also make an **Insight** check as detailed in this encounter, allowing the use of Streetwise. PCs may try **History** or **Arcana** as described on page 19. These work best in Scene 3, so you may wish to tell them they can use the skills when exploring Undermountain.

Scene 2: Downshadow

If the PC's decide to go to Downshadow, and have not thought to use Streetwise, it is probably best to prompt them for this, perhaps as they face a series of staring faces – some feign or show disinterest, others seem helpful, some seem to stare at the PCs like they are easy pickings. **Insight** starts off the social part of the challenge.

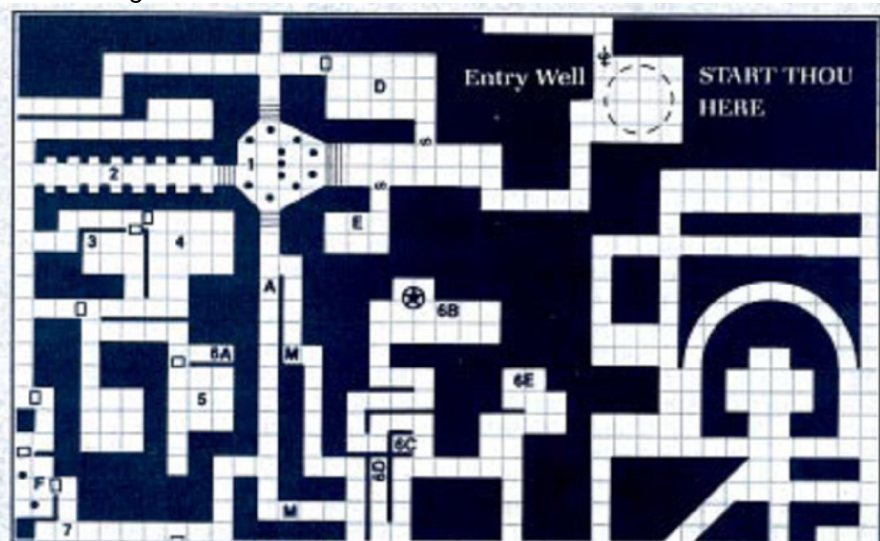
Skills:

1. **Insight:** Not critical, but paves the way for Streetwise. No success. Portray a good roll as providing a good read, showing several groups to be dangerous or false and others as approachable. To give some depth, an area to one side of the cavern serves as a tavern, with two twin half-elven women serving some sort of mulled wine from a huge pot. They seem amicable enough, often talking to two groups. A half-orc with a minotaur bodyguard discusses business with several humans and a halfling. Another group is composed of a dragonborn that has a noble bearing and is discussing current events with several humans.
2. **Streetwise:** The PCs can approach either or all groups. With success they get a little information which confirms that the place is abuzz with talk of the lost chamber and many groups seeking it. The dragonborn is frank and earnest, but wants to read them and see if they are worth helping (or fearsome enough to need to help). The half-orc is roguish, but willing to help under the right circumstances. Streetwise counts as a success.
3. **Diplomacy or Intimidate** can be used to generate a success, learning more about the rumors and possible location. Rumors can include something specific, such as “Northwest, look for a burn mark outlining a body, then head south, through the Hall of the Sleeping Kings... but beware, there are undead there.”

Scene 3: Exploring Undermountain

PCs may choose to explore, either before or instead of Scene 2. Dungeoneering is the core skill, but results in having to make another skill. In addition, Set-up skills may be used before Dungeoneering.

If you wish to use a map, this one appears in the Undermountain boxed set. The Entry Well is where the PCs start from the Yawning Portal.



A loose sketch of the above is probably best. You could always crease the paper, yellow it with lemon juice, burn the edges...

Set-up skills: **Arcana**, **History**

Core skill: **Dungeoneering** (once resolved, use a resulting skill, weaving a story about where Dungeoneering has led them. Use the Undermountain Sites side-bar to explain this. Ideally, come up with a few ideas beforehand. The Undermountain boxed set can be fun for this.)

Resulting skills: **Endurance**, **Stealth**, or **Thievery**, may be used. You may wish to present a situation, then use a skill based on what PCs describe. For example, "The multi-armed Otyugh lashes out in fury – you are certain you could withstand such a beast for long... what do you do?" Or, "A ring of sunken stone cuts across the room and you detect the smell of sulfur. Surely some trap must lie here. As you carefully move in, a liquid pours into the stone ring and it bursts into flames as tall as a human. What do you do?"

Scene 4: Combat

The encounter provides an optional combat if they fail the first part of the skill challenge. It can also be run if there is time, providing bonus XP.

Of the described combats, some ideas (I like the first and last the best):

Skeleton and Decrepit Skeletons:

This works best if you place some of the Decrepits at range. You can make it harder by placing most of them at range behind cover with some intervening terrain that forces a climb check, swinging from rope, balancing on narrow beams, etc.

The map below is one idea. In this encounter, the PCs start at the bottom, having found three trap doors in the floor. They descend 20' onto this map, and may place themselves anywhere next to or on the ladders. They see a sewer surrounding a central area. The central area has a small border, then a 10' (2 square) high raised laboratory. Three ladders lead up to the laboratory. Several skeletons wearing torn robes move amongst the tables and shelves in the laboratory, carrying beakers, torn scrolls, and alchemical equipment. They appear to be in the middle of research... until they see the PCs. Initiative is rolled. The PCs can choose to jump or take some of the bridges across (balance needed on the narrow ones), can climb the wall (DC12) or climb the ladders (no chance of failure), and meanwhile are pelted by the Decrepit Skeleton archers from behind cover. The Skeleton takes cover as well, and then moves to repel any trying to climb a ladder. For added fun, the skeletons can take a minor action to teleport between any of the blue areas. Once they see this, PCs can make an arcana check (DC 10) to do the same.

If the encounter is being run due to a skill challenge failure, the ancient documents can include a clue that sets them back on track.



Decrepit Skeleton **Level 1 Minion**

Medium natural animate XP 25

Initiative +3 **Senses** Perception +2; darkvision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 13; **Reflex** 14; **Will** 13

Immune disease; poison

Speed 6

m **Longsword** (standard; at-will) • **Weapon**
+6 vs AC; 4 damage

r **Shortbow** (standard; at-will) • **Weapon**
Ranged 15/30; +6 vs AC; 3 damage

Alignment Unaligned **Languages** —

Str 15 (+2) **Dex** 17 (+3) **Wis** 14 (+2)

Con 13 (+1) **Int** 3 (–4) **Cha** 3 (–4)

Equipment Heavy Shield, Longsword, Shortbow, Arrows (30)

Skeleton **Level 3 Soldier**

Medium natural animate XP 150

Initiative +6 **Senses** Perception +3; darkvision

HP 45; **Bloodied** 22

AC 18; **Fortitude** 15; **Reflex** 16; **Will** 15

Immune disease; poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

m **Longsword** (standard; at-will) • **Weapon**
+10 vs AC; 1d8 + 2 damage, and the target is marked until the end of the skeleton warrior's next turn; see also speed of the dead

Speed of the Dead

When making an opportunity attack, the skeleton warrior gains a +2 bonus to the attack roll and deals an extra 1d6 damage.

Alignment Unaligned **Languages** —

Str 15 (+3) **Dex** 17 (+4) **Wis** 14 (+3)

Con 13 (+2) **Int** 3 (–3) **Cha** 3 (–3)

Equipment Chainmail, Heavy Shield, Longsword

Fire Beetles and Stirge

The Fire Beetles are brutes and should charge in from two directions (front and one flank), while the Stirge should come from behind (starting hidden) and attacking a weaker foe in the rear ranks. Keep in mind the Fire Beetle's blast would harm the Stirge. This can be a difficult encounter, so consider terrain the PCs can use to hide behind or flee the blasts. A pool of water could be nearby, allowing PCs to halve the damage they take.

Stirge		Level 1 Lurker	
Small natural beast		XP 100	
Initiative +7	Senses Perception +0; darkvision		
HP 22; Bloodied 11			
AC 15; Fortitude 12; Reflex 13; Will 10			
Speed 2, Fly 6 (hover)			
m Bite (standard; at-will)			
+6 vs AC; 1d4 damage, and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. An attached stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses			
Alignment Unaligned		Languages —	
Skills Stealth +8			
Str 8 (-1)	Dex 16 (+3)	Wis 10 (+0)	
Con 10 (+0)	Int 1 (-5)	Cha 4 (-3)	

Fire Beetle		Level 1 Brute	
Small natural beast		XP 100	
Initiative +1	Senses Perception +0		
HP 32; Bloodied 16			
AC 13; Fortitude 13; Reflex 12; Will 11			
Resist 10 fire			
Speed 6			
m Bite (standard; at-will)			
+5 vs AC; 2d4 + 2 damage			
C Fire Spray (standard; recharge 5 6) • Fire			
Close blast 3; +4 vs Reflex; 3d6 fire damage			
Alignment Unaligned		Languages —	
Str 14 (+2)	Dex 12 (+1)	Wis 10 (+0)	
Con 12 (+1)	Int 1 (-5)	Cha 8 (-1)	

Goblins and Drake

Drakes are some of the toughest low-level monsters, having a very strong basic attack when near allies. The goblins make this fun, however. Consider having the Cutters up high, then swing down on ropes to encircle the party. The Warrior acts as a ranged boss, calling tactics from afar. The Guard Drake wades in to tackle anything it can, moving to stay near an ally. This works best with some high ground for the Warrior, perhaps requiring a climb to reach him.

Guard Drake		Level 2 Brute	
Small natural beast		XP 125	
Initiative +3	Senses Perception +7		
HP 48; Bloodied 24			
AC 15; Fortitude 15; Reflex 13; Will 12			
Immune fear (while within 2 squares of an ally)			
Speed 6			
m Bite (standard; at-will)			
+6 vs AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally			
Alignment Unaligned		Languages —	
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)	
Con 18 (+5)	Int 3 (-3)	Cha 12 (+2)	

Goblin Cutter		Level 1 Minion Skirmisher	
Small natural humanoid		XP 25	
Initiative +5	Senses Perception +1; low-light vision		
HP 1; a missed attack never damages a minion.			
AC 16; Fortitude 12; Reflex 14; Will 11			
Speed 6			
m Short Sword (standard; at-will) • Weapon			
+5 vs AC; 4 damage (5 damage if the goblin cutter has combat advantage against the target)			
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)			
The goblin shifts 1 square.			
Alignment Evil		Languages Common, Goblin	
Skills Stealth +5, Thievery +5			
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)	
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)	
Equipment Leather Armor, Short sword			

Goblin Warrior		Level 1 Skirmisher	
Small natural humanoid		XP 100	
Initiative +5	Senses Perception +1; low-light vision		
HP 29; Bloodied 14			
AC 17; Fortitude 13; Reflex 15; Will 12			
Speed 6			
m Spear (standard; at-will) • Weapon			
+6 vs AC; 1d8 + 2 damage			
r Javelin (standard; at-will) • Weapon			
Ranged 10/20; +6 vs AC; 1d6 + 2 damage			
R Mobile Ranged Attack (standard; at-will)			
The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack			
Great Position			
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.			
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)			
The goblin shifts 1 square.			
Alignment Evil		Languages Common, Goblin	
Skills Stealth +10, Thievery +10			
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)	
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)	
Equipment Leather Armor, Spear, Javelin x5			