

- Sergeant Teeshe is a tall, strapping female human who has seen her share of scuffles and doesn't back down from a fight. If something took her out, it must be powerful.
- By contrast, Constable Boot is a runty male human, and infamous for his cowardice. However, anything that caught him while he tried to flee must be fast.
- The three guards have been ordered to remain on site until the exploration of the fissure is complete. Captain Truff is clear in articulating her hopes that the adventurers can wrap up the investigation quickly. Every second she spends in this unruly section of Dock Ward grates on her nerves.

JOLLY'S LAMP EMPORIUM

If the characters enter this shop at any point during their time around the warehouse, they find the short, rotund proprietor standing behind a rough-hewn counter. Jolly (NE male half-orc **thug**) maintains this business as a front for the Xanathar Guild. The number of lamps in the so-called Lamp Emporium totals exactly six. From the looks of those wares, it's not clear that any of the lamps actually work.

Stolen coins, valuables, and other black-market goods are stored in a secret room in the back until they are ready to be sold. Guild members use the shop's other back rooms to hide from the authorities or plan jobs. At the moment, the only person in the building other than Jolly is a Xanathar Guild agent who goes by the moniker Feather (NE female half-elf **assassin**).

Feather is lying low after a failed assassination attempt in the South Ward the previous night (see the "Life in Waterdeep" sidebar earlier in this episode), and pretends to be Jolly's assistant. A successful DC 15 Wisdom (Medicine or Perception) check allows a character to notice that Feather moves stiffly, as if her shoulder is badly injured.

Jolly does his best to get the adventurers out of his shop as quickly as possible. If asked about the earthquake or the fissure beneath the warehouse next door, he says only that he heard the ground shake and felt the warehouse cave in. If the adventurers threaten force and succeed on a DC 10 Charisma (Intimidation) check, they can convince Jolly to give up the one useful piece of information he knows. The tunnels beneath the warehouse were used by thieves at one time, but they were abandoned because of unknown dangers that came up from the darkness below. Jolly has no idea what those dangers might be.

THE FISSURE

When the fissure opened up at the bottom of the sinkhole, it exposed a number of tunnels used for a variety of purposes and by a multitude of people over the years. The first of the tunnels beneath the warehouse were dug as smugglers' byways. Later, worshipers of That-Which-Endures (see the sidebar in the "New Race: Verdan" section in chapter 3) excavated chambers beneath the ground to hold clandestine meetings and worship at a secret shrine of destruction. Various thieves' guilds employed the tunnels to move from place to place secretly. Renegade wizards did terrible experiments there. At



one point, part of the Waterdeep sewer system crossed into the tunnel network. Not long after, the subterranean spaces were abandoned.

As a result of the earthquake, many of the tunnel system's side passages have been blocked by rubble. The limited zone that is still traversable leads the characters from the fissure to the lost shrine of destruction—and through a number of dangerous areas in between.

When the adventurers enter the warehouse, read:

In the areas where the walls and ceiling didn't collapse, this warehouse contains no crates, no boxes, no barrels, and no wares of any other kind. Directly in front of the missing door, the walls, ceiling, and floor have fallen away to reveal a deep sinkhole fissure. Inside the ruin, a hempen rope anchored firmly in the rubble dangles down into the darkness. The tear in the earth descends at an angle, making it impossible to see how far down it goes or what waits at the bottom.

Descending into the fissure is easily done by characters using the rope, but requires a successful DC 10 Strength (Athletics) check by anyone climbing down the rough stone walls. On a failed check, a character tumbles down the sloping fissure and takes 3 (1d6) bludgeoning damage.

Maps 1.2 and 1.3 show the layout of the caverns and chambers beneath the fissure.