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**NOTE:** I have left the references to future *BlackWater* supplements in place. I know Russell has plans to complete them. Watch my website for any updates on the *BlackWater* series.

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# Introduction

Welcome to Blackwater – a city of mystery and adventure! Ancient forces you in this, the first book of *The DarkWar Saga*.

Blackwater is a campaign setting, *not* a stand-alone module or adventure. GM, someone looking for a framework on which he or she can build a campaign of *The DarkWar Saga* can also be used as a quick addition to an already-existing port city to entertain players and GMs alike.

You'll not find any boxed text labeled "Read aloud" or dungeons to crawl sewers fool you – they're an integral part of the city.) Instead you'll find a book your players to another world of intrigue, of danger, and of adventure.

Now get out there and start on your path to glory!

Russel Godwin  
Austin, TX  
2001

This is the first PDF I'm releasing not created 100% by myself. *BlackWater* was released in 2001 and quickly sold through the initial print run years now, and knowing that he wasn't doing anything with the material, I chose for PDF sales. The addition of Christopher Shy to the project just meant a fantastic in PDF form than it did in print.

I hope you enjoy *In the Depths of BlackWater*. You can always [philip@philipjreed.com](mailto:philip@philipjreed.com). And be sure to visit my website at [www.philipjreed.com](http://www.philipjreed.com) there for you and it's the first place to learn about anything new I'm working

Philip Reed  
Austin, TX  
2002

## Chapter One

# BlackWater

## GEOGRAPHY

Blackwater sits on the northern rim of a large bay on the Sothrin Sea. The bay is deep and provides a natural harbor from the rough sea beyond. Cliffs stretch along the coast for over 40 leagues (240 miles) in both directions. To the north of the city, plains and forests extend for 25 leagues (150 miles) gradually turning into the foothills of the Dartok Mountains, which run northwest to southeast. The mountains are over 60 leagues (360 miles) wide where the Great Passage connects the Blackwater area to Kyrstok.

## HISTORY

### DISCOVERY

The Passage through the Dartok Mountains was discovered in 794 CR (common reckoning) by explorers from Kyrstok. Three expeditions were lost in mapping the route before a fourth finally made it through. The explorers negotiated an agreement with the dwarves in the Dartok Mountains for future travel through their abandoned mines and halls, which made up over three-quarters of the Passage. Shortly after their return, the explorers met their demise on another mission, and the passage was soon nothing more than an entry on a scroll in a sage's library.

In 829, Kriistov VI ascended to the throne. A learned and educated man, he value knowledge over military conquest, and created many public works, among which was a great library. He decreed all books and scrolls from other libraries should be copied and placed in the central library, to preserve the knowledge for all. (At the urging of the Mage's Guild, personal journals and spellbooks were excluded from this process.) Even with the hiring of hundreds of scribes and wizards, the task would take over 30 years.

## WHY BL

When the first settle early spring, its waters they named the bay Bl in the summer, but wh sea once again turn bl searched for the cause and dirt runs off from t bay. Once out in the op familiar deep blue, bu ters, the blackness can

