

# HALLS OF UNDERMOUNTAIN 2: TOMBS OF DAYAN

## A DUNGEONS & DRAGONS® LIVING FORGOTTEN REALMS ADAPTED ADVENTURE

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A noblewoman fears that her nephew is lost on a fool's errand into the dreaded Undermountain, and she turns to a group of adventurers to rescue him. A clue to his whereabouts might be located in a section of the dungeon once used as tombs. A *Living Forgotten Realms* adapted adventure set in Waterdeep and Undermountain for Adventure Level 2 (which supports character levels 1-5). This adventure is found in the *Halls of Undermountain* sourcebook, published by Wizards of the Coast.

This adaptation document does not present adjusted stat blocks for various tiers; any legal AL 2 table can play, but bear in mind that the stat blocks in the published adventure were written for a party of level 1 characters. We recommend that you allow at least 16 hours of playing time to complete this adventure (the equivalent of a four-round LFR adventure).

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *Monster Vault* or the corresponding D&D Essentials products. You will also need a copy of the published adventure *Halls of Undermountain*. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

## READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

## IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

**Make decisions and adjudications that enhance the fun of the adventure whenever possible.**

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

This adventure is intended for levels 1-5 of the Heroic tier of play. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

*Living Forgotten Realms* defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles.

The likeliest circumstances when running this adventure is that you have a party of characters who have reached level 2 or 3 after playing the previous *Halls of Undermountain* adaptation, or that you are running the adventure for characters ported over from *The Elder Elemental Eye* Encounters season, which means the characters could be as high as level 5 or 6. Within each encounter there are suggestions for running the adventure at those levels.

Since the *Halls of Undermountain* adventures were written primarily for level 1 characters who are expected to progress to level 5 through playing the adventures, pay careful attention to the comments in this document about running for higher level characters.

PCs that start this series of adventures and are above 1<sup>st</sup> level might have an issue with leveling out of the adventure range before the series is complete. As we did with the LFR adaptation of *Scepter Tower of Spellgard*, as long as the PC was of a legal level to play the first part of the series then they can complete the series as long as they A) do not play this PC in other adventures in between the parts; and B) do not add the XP that would level them out of AL 2 until after the series is complete.

In other words, once a PC reaches 5<sup>th</sup> level, if they want to continue playing this series, they must remain at 5<sup>th</sup> level until they have completed all three parts of the *Halls of Undermountain* adaptation, and may not play any other LFR adventures until they do.

## FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it

doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can

choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure

roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

**Other Lasting Effects:** Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined

period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

## DCs BY ADVENTURE LEVEL

The DCs for most skill checks are noted in the adventure. Should you need to improvise a DC, use the following table:

Adventure Level	Easy DC	Moderate DC	Hard DC
1	8	12	19
2	9	13	20
4	10	14	21

Note that this adventure was originally designed for 1<sup>st</sup> or 2<sup>nd</sup> level PCs. As such it is considered an AL 2 adventure. For those instances where all of the PCs are first level, we recommend you use the AL 1 DCs listed above. If the group would more properly be considered AL 4 (such as a group of PCs coming from the Encounters season) then we encourage you to use the AL 4 DCs.

## ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the *Halls of Undermountain* hardcover adventure to use this adaptation. The published adventure is the version used by the DM. The DM also needs to have a copy of *Monster Vault* (or access to the *DDI Compendium*) as the adventure does not include stat blocks of creatures from that book.

This adventure runs longer than a standard *Living Forgotten Realms* adventure. The estimated playtime for this part of the adventure is about sixteen hours.

In this document you'll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of the adventure. Each encounter has notes on the rewards for the characters, and a total is given at the end of the adventure. The treasure section in each encounter and the rewards in this document replace the rewards listed in the adventure.

## DM'S INTRODUCTION

Run the adventure as presented, with the modifications listed in this document.

The adventure is set in Waterdeep and the Dungeon Level of Undermountain. Note that the original adventure is meant to be used as a location-based, sandbox-style adventure by the DM rather than a traditional event-based adventure, as many *Living Forgotten Realms* adventures are.

With that in mind, the DM has a great opportunity to either run this adaptation as a true location-based game, where the PCs are free to make their own path through the adventure. Alternately, since this adventure is location-based, the DM can manipulate the map and the encounters to help focus the players on meeting the goals of the adventure with limited amounts of wandering and exploration.

No specific instructions are given for running the adventure for 4 or 6 players. The DM can adjust the difficulty up or down at his or her discretion.

## GETTING THE HEROES INVOLVED

*Halls of Undermountain* provides an overarching plot involving a young scion of the noble House Urmbrusk. That plot provides a link between the three adventures in the book. If you plan to run all three adaptable adventures, this plot hook starts on page 18 of *Halls of Undermountain*.

If you plan to run only the *Tombs of Dayan* adventure from *Halls of Undermountain*, a simpler hook is provided in the **Starting the Adventure** section on page 37.

If the PCs played the previous adaptation, "Zarr's Invincible Army," they have rested and recovered from their adventures in that portion of the dungeon. They probably also gained one or more levels during that adventure. While they are resting, they are approached by Red Wizard Varriel, as described in the **Starting the Adventure** section in *Halls of Undermountain* on page 37. For LFR story purposes Variel is a relatively recent émigré from Thay. She has set up shop as a merchant dealing primarily in magical items and alchemical supplies. PCs can confirm this information with an Easy DC Streetwise check.

## COMING FROM D&D ENCOUNTERS

If you are using this adaptation to continue the adventures of the D&D Encounters season *The Elder Elemental Eye*, your characters might be as high as 4<sup>th</sup> or even 5<sup>th</sup> level. Since the *Halls of Undermountain* assumes characters of lower level at the start, instructions for

changing the adventure to suit the higher-level PCs have been provided in each encounter.

For the smoothest transition, we suggest you bring characters from the Encounters season into the first adaptation, “Zarr’s Invincible Army.” If you do bring players from Encounters right into this adventure, they can step through a portal in the Sunset Shrine and emerge from the well in Area 22 of Undermountain.

## HIGHER LEVEL GROUPS

The many of encounters in this adventure are designed to be a moderate challenge for low level PCs (levels 1-2) At Adventure Level 2, LFR PCs can range has high as 5<sup>th</sup> level. To assist you in those situations, some encounters have suggestions regarding adjustments to make the adventure more of challenge for these higher level groups. These suggestions were written assuming a group of all 4<sup>th</sup> level PCs.

## AREA 21: LANCEBOARD ROOM

Run this encounter as written.

### EXPERIENCE

The PCs gain 75 XP for defeating the lanceboard game.

### TREASURE

A *coin of good luck* rests in the coffer. There is only one coin during the adventure, but it is available as a Treasure selection for all the PCs at the end of the adventure. Each PC who chooses it as one of his or her Treasures gains Story Award UNDR07.

## AREA 22: DEEP WELL

Run this encounter as written.

## AREA 23: FINGER BONES

Run this encounter as written. Keep track how the PCs treat the lizardfolk Sheh’stek. PCs who treat him with kindness and respect earn the story award UNDR04 Gratitude of Sheh’stek.

The guard drake won’t attack PCs that heal it, but prefers the company of Graven and seeks him out. (He fed it scraps earlier.)

## AREA 24: ENHANCED MUMMY

Run this encounter as written, except for the following:

For higher level parties, change the traits of the mummy so its *regeneration* allows it to regain 20 hit points instead

of 5, and allow its *double attack* to use *rotting grasp* 4 times instead of 2 times.

### TREASURE

The gold filament and other rare metals here and in Area 25 can be sold for 50 gp per PC.

## AREA 25: DANCING SKELETONS

Run this encounter as written.

### TREASURE

See Area 24.

## AREA 26: REANIMATION MACHINE

Run this encounter as written. If the PCs rescued Amori they gain Story Award UNDR05 Friendship of the D’Spri Family.

### EXPERIENCE

If the PCs rescue Armari and escort her out of the dungeon they achieve one of the objectives of the adventure and gain 200 XP.

### TREASURE

The gold sheets on the table can be sold for 50 gp per PC.

## AREA 27: GRUBBY TREASURE

Run this encounter as written, except for the following:

For higher level parties, add one rot grub swarm. This swarm scurries off to warn Dayan, leaving the other two swarms to fight the PCs.

### TREASURE

Among the crawling claws the PCs find *frost gauntlets*. (To be clear, the PCs do not find the *horned ring* listed in the published adventure.)

## AREA 28: TRAPPED MONSTERS

Run this encounter as written. Note that this can be one of the most dangerous encounters in the adventure if the PCs attack each other without being able to shake the illusion.

### TREASURE

The chamber contains a +1 *rod of deadly casting*.

## AREA 29: HOLD STILL!

Run this encounter as written, except for the following:

For higher level parties, the trap deals ongoing 15 cold damage.

## AREA 30: SOUL-STEALING SWIM

Run this encounter as written, except for the following:

For higher level parties, the zombies in the other areas arrive in Area 30D one at a time, at the beginning of each round after the third.

## AREA 31: PAIN AND FEAR

Run this encounter as written. Woot can assist the PCs until they come to an exit, however he cannot become a permanent henchman for the PCs. If there are only 4 PCs, consider allowing the drake to also assist them.

### EXPERIENCE

If the PCs rescued Palonya they can opt to return her to Waterdeep and help her regain her memories. If they bring her to the Yawning Portal, Brother Sepulcher (see pages 11 and 12) is a regular there and knows her. This then counts as achieving a minor objective and the PCs gain 150 XP.

## AREA 32: SHRINE OF JERGA

Run this encounter as written.

### EXPERIENCE

If the PCs rescued Palonya from Area 31 and bring her with them, Barthelby can assist her. Bringing her here counts as returning her to the Jergal priests. Note that the PCs only gain the XP from this objective once.

## AREA 33: WEIGHTLESS

Run this encounter as written.

### TREASURE

One of the zombies wears a belt pouch studded with several small pearls worth 25 gp per PC.

## AREA 34: TOMBS

Run this encounter as written, except for the following:

For higher level parties, make the encounter more difficult by having a magical connection between the

three ghouls. If a defeated ghoul's turn would start while any of the others are still active, it rises as a move action with hit points equal to its bloodied value. A DC 21 Religion check can discern the magical connection.

### TREASURE

A *philosopher's crown* rests in one of the niches. (To be clear, the PCs do not find the *velvet crown* listed in the published adventure.)

## AREA 35: SMITHY

Run this encounter as written.

If the PCs avoid killing Aizel, she asks for their help in releasing her from the armor. If the PCs give her some healing, food, and water she has a chance of surviving until they can either force Dayan to release her or find a copy of the ritual among his possessions.

### TREASURE

Cast off bits of precious metal can be collected, valued at 25 gp per PC.

## AREA 36: NOBLE'S SITTING ROOM

Run this encounter as written, except for the following:

For higher level parties, the pit trap is closed instead of open. It is triggered unless the PCs make a DC 30 Perception check. The gelatinous cube can seep out if the trap is not triggered. Also, the creatures from Area 37 rush into the room if they hear the sound of combat here.

### TREASURE

Beneath the gelatinous cube in the pit are a +1 *targeting weapon* and 10 +1 *quarrels of biting*.

## AREA 37: NOBLE'S BEDROOM

Run this encounter as written, except for the following:

For higher level parties, the creatures here rush into Area 36 if they hear the sound of combat there.

Unless you wish to write a My Realms adventure using the plot hook from this section, the noble buried here is from a noble house that has long since died out (such as House Brossfeather).

## AREA 38: OBSERVATORY

Run this encounter as written.

## AREA 39: GARDEN OF DEATH

Run this encounter as written.

## AREA 40: VAMPIRE'S LABORATORY

Run this encounter as written.

### EXPERIENCE

If the PCs defeat Dayan they gain 125 XP. They can gain an additional 125 XP if they destroy all available means for his return.

Among Dayan's possessions is a ritual book with the ritual to free Aizel. If they have managed to keep her alive she can be freed. If the PCs do so then they have achieved a minor objective and gain 150 XP. Aizel also tells the PCs everything she knows about the location of Rutherford Urnbrusk. Armed with this information, the PCs earn Story Award UNDR06. If Aizel dies, the PCs may still be able to gain this information by other means (such as the Speak with Dead ritual, or by paying for a Raise Dead ritual for Aizel).

### TREASURE

The equipment in the lab is valuable, and the Red Wizard Varriel pays 100 gp per PC if they bring it to her (which may take several trips). The room also contains 2 *potions of healing*.

## CONCLUSION

The PCs have earned a well-deserved rest back at the Yawning Portal, along with some free food and drink provided by Brother Sepulcher for their assistance in destroying the undead.

After the PCs report to the Red Wizard Varriel and bring her the proof she asked for she pays them 50 gp each. (This reward is in addition to the money she pays for the lab equipment.)

When the PCs are ready to search for Rutherford's next party member, continue with ADAP4-9 *Scaly Doom*.

### EXPERIENCE

For completing the adventure PCs gain 875 XP.

To be clear, the maximum possible XP for completing all objectives successfully is 1700 XP per PC, even if some or all of the characters are above 1<sup>st</sup>

level. You may not exceed the maximum XP and gold awards listed in the Rewards Summary.

PCs that start this series of adventures and are above 1<sup>st</sup> level might have an issue with leveling out of the adventure range before the series is complete. As we did with the LFR adaptation of *Scepter Tower of Spellgard*, as long as the PC was of a legal level to play the first part of the series then they can complete the series as long as they A) do not play this PC in other adventures in between the parts; and B) do not add the XP that would level them out of AL 2 until after the series is complete.

In other words, once a PC reaches 5<sup>th</sup> level, if they want to continue playing this series, they must remain at 5<sup>th</sup> level until they have completed all three parts of the *Halls of Undermountain* adaptation, and may not play any other LFR adventures until they do.



## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

### EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

#### ADVENTURE LEVEL 4

##### Minimum Possible XP: 875 XP

- Defeat the lanceboard game: +75 XP
- Escort Amori De'Spri from the dungeon: +200 XP
- Return Palonya to the Jergal priests: +150 XP
- Rescue Aizel: +150 XP
- Defeat Dayan: +125 XP
- Destroy all means for Dayan's return: +125 XP

##### Maximum Possible XP: 1700 XP

##### Base Gold per PC: 300 gp

(Area 24 and 25: 50 gp, Area 26: 50 gp, Area 33: 25 gp, Area 35: 25 gp, Area 40: 100 gp. Conclusion 50 gp)

### TREASURE

Each PC receives treasure in the form of gold pieces (the "Base Gold" listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold

award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

Because of the length of this adventure, each PC gets to choose three Treasures (instead of the usual one). If the PCs don't have enough found-item slots to use all their choices, they may choose Treasures Y or Z (which don't consume a found-item slot) with their extra selections, or they may "borrow" a found-item slot that they have not yet earned. This is an exception to the normal LFR campaign rules, which do not allow PCs to "borrow" slots from higher character levels. A character who already "owes" a found-item slot may not borrow another one unless he or she gained a level during this adventure. No character may borrow more than 1 slot to choose a Treasure from this adventure, and doing so means that the character does not have an open found-item slot upon gaining his or her next character level. (Remember also that LFR PCs choose Treasures after they have applied XP from the current adventure, so the characters are likely at least 2<sup>nd</sup> level at the time they start choosing their Treasures.)

**EACH PC SELECTS THREE OF THE FOLLOWING:**

**Note:** A character may not select the same Treasure (except for Treasures X, Y, and Z) more than once.

**Treasure A:** *coin of good luck* (level 5 Rare; *Halls of Undermountain*)  
Found in Area 21; the PC gains Story Award UNDR07

**Treasure B:** *frost gauntlets* (level 7; *Adventurer's Vault*)  
Found in Area 27

**Treasure C:** *+1 rod of deadly casting* (level 3; *Dungeon Master's Kit*, page 261)  
Found in Area 28

**Treasure D:** *philosopher's crown* (level 7; *Adventurer's Vault* 2)  
Found in Area 34

**Treasure E:** *10 quarrels of biting +1* (level 5; *Halls of Undermountain*)  
Found in Area 36  
Note: Although Treasure E counts as one of the PC's three Treasure selections for this adventure, it does not cost a found-item slot, and Uncommon consumables do not count against the character's limit of one Uncommon item per level.

**Treasure F:** *+1 targeting weapon* (level 3; *Adventurer's Vault* 2)  
Found in Area 36

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds a *potion of healing* (level 5) plus 150 gp. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

**Treasure Z (More Gold):** The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold) valued at 200 gp.

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure.

### UNDR04 Gratitude of Sheh'stek

You released the lizardfolk warrior Sheh'stek from imprisonment and treated him with respect. Your kindness may be repaid at some point.

### UNDR05 Friendship of the De'Spri Family

For saving their ancestor from the experiments of Dayan, the descendants of Amori De'Spri treat you with great honor. While they no longer have a great deal of power and influence in Waterdeep, they have promised to repay this debt of honor.

When you are in Waterdeep, members of the House might be able to help you with information (about other noble houses, politics in the city, or history). They can also offer assistance in setting up meetings with or gaining entrance to other noble Houses. (The DM decides what form the assistance takes; for example, this could be a bonus to a skill check, an automatic success during a skill challenge, or a reduction in the price of a fee or bribe.)

### UNDR06 Second Clue to Finding Rutherford Urmbrusk

Aizel is in your debt for rescuing her from a most unpleasant death. She tells you everything she knows about the last known whereabouts of Rutherford Urmbrusk. In order to discover his exact location, however, you will need to find more clues.

### UNDR07 Coin of Good Luck

This Story Award grants you purchase access to the *coin of good luck*, a Rare consumable. At the beginning or end of any adventure, if you do not currently own a *coin of good luck* and you are not at your limit of one Rare item per tier, you may spend 50 gp and acquire one coin. You may never own more than one at a time (whether it is carried on your person or kept in storage does not matter). When you carry a *coin of good luck*, the coin counts as one of your Rare items.

<b>Coin of Good Luck</b>	Level 5 Rare
<i>This shiny gold coin can mean the difference between life and death, brilliant success and utter failure.</i>	
<b>Consumable</b>	50 gp
<b>Property</b>	
The coin always lands tails up when flipped.	
<b>Utility Power</b>	◆ Consumable (Free Action)
<b>Effect:</b> Gain a +1 item bonus on an attack roll, skill check, or saving throw you just made.	
<b>Special:</b> You cannot use the utility power of another <i>coin of good luck</i> until after you've taken an extended rest.	
<b>Reference:</b> <i>Halls of Undermountain</i>	

## NEW RULES

### Frost Gauntlets

Level 7 Uncommon

**Level:** 7

**Price:** 2,600 gp

**Hands Slot**

**Power (Daily):** Free Action. Use this power when you make a melee attack. Change the damage type dealt by that attack to cold. On a hit, the target is also slowed until the end of your next turn. Also you deal an extra 1 cold damage on successful melee attacks until the end of the encounter. If you have reached at least one milestone today, instead gain an extra 2 cold damage on successful melee attacks until the end of the encounter.

**Reference:** *Adventurer's Vault*, page(s) 133.

### Quarrel of Biting +1

Level 5 Uncommon

**Level:** 5

**Price:** 50 gp

**Ammunition**

**Enhancement:** +1 attack rolls and damage rolls

**Property (Poison):** When you hit an enemy with a bow or crossbow attack using this ammunition, that enemy also takes ongoing 5 poison damage (save ends).

**Aftereffect:** 5 poison damage.

**Reference:** *Halls of Undermountain*, page(s) 53.

### Targeting Weapon +1

Level 3 Uncommon

**Level:** 3

**Price:** 680 gp

**Weapon:** Bow or crossbow

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d6 damage, and the target grants combat advantage until the end of your next turn.

**Power (Daily):** Free Action. Use this power when you hit an enemy with an attack using this weapon. Until the end of your next turn, you and your allies can roll twice on attack rolls against that enemy and use either result.

**Reference:** *Adventurer's Vault 2*, page(s) 24.

### Philosopher's Crown

Level 7 Uncommon

**Level:** 7

**Price:** 2,600 gp

**Head Slot**

**Property:** You gain a +1 bonus to Arcana, Dungeoneering, History, Nature and Religion checks.

**Power (Daily):** Free Action. **Trigger:** You make an Arcana, Dungeoneering, History, Nature or Religion check and do not like the result. **Effect:** You reroll the check and chose either result

**Reference:** *Adventurer's Vault 2*, page(s) 62.

### Rod of Deadly Casting +1

Level 2 Common

**Level:** 2

**Price:** 520 gp

**Implement:** Rod

**Enhancement:** +1 attack rolls and damage rolls

**Critical:** +1d10 damage.

**Property:** When you roll a critical hit with this rod, you can reroll one of the damage dice granted by the critical hit. You must use the second result even if it is lower.

**Reference:** *Dungeon Master's Kit*, page(s) 261

## DUNGEONS & DRAGONS®

### LIVING FORGOTTEN REALMS

#### ADAP4~8 HALLS OF UNDERMOUNTAIN 2: TOMB OF DAYAN

##### UNDR04 Gratitude of Sheh'stek

You released the lizardfolk warrior Sheh'stek from imprisonment and treated him with respect. Your kindness may be repaid at some point.

##### UNDR05 Friendship of the De'Spri Family

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##### UNDR06 Second Clue to Finding Rutherford Urnbrusk

Aizel is in your debt for rescuing her from a most unpleasant death. She tells you everything she knows about the last known whereabouts of Rutherford Urnbrusk. In order to discover his exact location, however, you will need to find more clues.

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(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

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