

THE GAUNTLGRYM GAMBIT

A DUNGEONS & DRAGONS® LIVING
FORGOTTEN REALMS ADAPTED ADVENTURE

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Many have died searching for the lost dwarven city of Gauntlgrym. Now, it seems, the heroes have found a way inside—but they might not live to regret it. A *Living Forgotten Realms* adapted adventure set in Neverwinter for characters levels 1-7. This adventure is found in Issue 193 of *Dungeon Magazine*, part of D&D Insider. *Dungeon Magazine* issues are found on the Wizards of the Coast website (<http://wizards.com/dnd>).

This adaptation document does not present adjusted stat blocks for low/high tier; any legal table of characters levels 1-7 can play, but bear in mind that the stat blocks in the adventure were written for a party of level 3-5 characters. Tables at the low end of the level band might find this adventure very difficult. At least one person at the table (either a player or the DM) must have an active subscription to D&D Insider. We recommend that you allow at least twelve hours of playing time to complete this adventure (the equivalent of a three-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*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 1-7 of Heroic tier of play. Any character within this level band can play, but 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.

This adventure can **only** be run at AL 4. As such characters on the low end of the level band likely have an extremely difficult time, while characters at the upper end a very easy time. The adventure is best suited for characters of level 3 to 5.

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 skill checks are noted in the adventure.

Should you need to improvise a DC during the adventure, use the following table:

Adventure Level	Easy DC	Moderate DC	Hard DC
4	10	14	21

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon Magazine* (Issue 193) to use this adaptation. The published adventure is the version used by the DM. There is no high or low tier (see Appropriate Character Levels above). At least one person at the table must have an active subscription to D&D Insider (this can be one of the players or the DM; it does not matter).

You should be aware that this adventure runs longer than a standard *Living Forgotten Realms* adventure. The estimated playtime for this adventure is about twelve hours.

In this document you'll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of the adventure (including a few extra magic items). 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 Neverwinter. More information on the city can be found in the *Neverwinter Campaign Setting* book. More information on Rodrik, Gustaf, and the Beached Leviathan can be found in *Dungeon 193: The Beached Leviathan* (category Tavern Profile).

The adventure refers to the heir of Delzoun Neverwinter theme. Be flexible with the use of the theme. If you lack a PC with that theme, any other dwarf (or a former dwarf revenant or dwarven crafted warforged) may apply instead. Dwarves from the Luruar or Waterdeep region are most likely to have Delzoun blood.

GETTING THE HEROES INVOLVED

The Dungeon adventure assumes PCs have their own reasons to search for Gauntlgrym. To provide PCs with motivations, you can use the following hook in addition to those provided in the adventure, after initially providing them with some of the rumors.

The PCs are approached by a young human man named Rodrik. He asks to meet the PCs in the *Beached Leviathan*, a notorious tavern in Neverwinter. Rodrik has discovered that his rival and twin brother, Gustaf, has been selling spoils of an expedition into Mount Hotenow. Rumors say the items came from a dungeon

complex that leads into Gauntlgrym. He also sold information on where the spoils came from to a group of disreputable men - who Rodrik suspects are devil worshippers.

If the PCs ask, Rodrik reveals he came by the information through an eladrin woman who is investigating devil worship in Neverwinter, and tracked down a group called the Ashmadai. The eladrin's name is Mayara Sulbrandil. She referred to herself as a priestess of Sehanine Moonbow - a moon goddess more commonly known as Selûne. Rodrik believes she is quite crazy, but her allegations towards his brother rang true. He does not know more, and cannot bring the PCs in contact with Mayara - she is an unpredictable ally.

Mayara requested Rodrik to provide as much info on the Ashmadai as possible, and she was willing to pay additional for proof of any eladrin involved with the devil worshippers. Rodrik will pay the PCs if they can track down and defeat the group that went in search of Gauntlgrym. He is also interested in what the group is searching for, and pays extra if the PCs go above and beyond the mission to determine this. He hopes that with this information he will have the upper hand on his evil twin brother.

He urges the PCs to be quick, lest the Ashmadai find what they are looking for and the opportunity to gain the upper hand is gone.

If a PC played ADAP3-2 *Shards of Selûne*, that PC may wish to contact the moon priestess Lady Jasmine from the adventure for more information on Mayara. Lady Jasmine knows Mayara well and is eager to hear any information about her whereabouts. She reveals that Mayara has been banished from the elf realm Illyanbruen, but she does not provide the reasons.

More on Mayara might be revealed in future *Living Forgotten Realms* adventures.

EVENT 1: INTO THE SINKHOLE

ENCOUNTER LEVEL 4

Run this encounter as written. With Rodrik's urging, the PCs should be aware that they need to act with some speed. In addition, Rodrik warns them not to camp in Neverwinter Woods or Illyanbruen, since they are certain to attract hostile creatures. This makes the PCs aware that they cannot take any extended rests during the skill challenge (If they do, treat it as if they failed a group Stealth check).

You may wish to divide the encounter in scenes to make it run smoother. Possible scenes could be:

- Trekking through rough terrain, crossing a river, or climbing a cliff (Athletics, Endurance).

- Avoiding hostile creatures (Perception, Stealth).
- Navigating through a confusing part of the woods or the crags (Nature, Perception).
- Tracking down the resident fey (Illyuanbruen eladrin) and asking for aid (Perception, History, Diplomacy).

The eladrin may also locate and confront the PCs after they fail a check. They are not willing to provide much aid (and on a failed Diplomacy check chase the PCs off with arrows), but they know of the humans that travelled through their forest (as they chased them off as well). If a PC succeeds on a DC 21 Diplomacy check, they can also provide information on Mayara if asked. They tell the same story as Lady Jasmine, but add that Mayara was banished for attacking a fellow eladrin.

EVENT 2: ASHMADAI ENCAMPMENT

ENCOUNTER LEVEL 4

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the branded zealots.

Six PCs: Add another branded zealot.

ENDING THE ENCOUNTER

If the PCs question the cultists, the zealots and devils are too fanatic to talk - except to issue threats and insults. The goons can be questioned, but having only recently arrived, only know that more Ashmadai went down with the lift - not how many or who. A successful DC 14 Intimidate check lets them show how the lift works and also point out the break lever.

It is possible to use the base camp as a place to have an extended rest once all Ashmadai (including those in Event 3 and G1) are dealt with. Otherwise, the Ashmadai ambush the PCs as they hold their rest here.

If the PCs use an extended rest, the duergar in encounter G6 blow up the tunnel, which can be felt in the encampment as a tremor. They then make up camp, with the intent to move to the surface the next day. In this case, the blast does not occur in Encounter G5. If the PCs take a second extended rest here, the duergar come to the surface and attack.

Note that with both the Ashmadai and the duergar, the PCs are forewarned of an attack due to the noise of the lift.

TREASURE

The cultists carries 60 gp per PC in various coin, jewelry and sellable items (a decorated mug), and two *potions of healing*.

EVENT 3: THE CLANKING LIFT

ENCOUNTER LEVEL 5

Run this encounter as written, except for the following:

Moving the Lift: It takes a minor action to identify the break lever (if it has not been pointed out earlier), and another minor action to turn it. If active, the platforms move up or down at a speed of 2 squares (10 feet) per round at the end of the round (increasing the distance between platforms going up and down by 4 squares or twenty feet each round). If the platforms are set in motion, the cultists attempt to stop the platforms again by using the brake mechanism.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a hellfire warlock

Six PCs: Add 4 stirge suckerlings. These arrive in the second round.

ENDING THE ENCOUNTER

If the PCs question the cultists they reveal that over half a dozen cultists and a powerful devil remain in a base camp at the bottom. They also reveal that they lost a fair amount of cultists to monsters and traps.

TREASURE

The human transmuter carries a *utility staff* +2 (level 7).

G1: FORWARD BASE

ENCOUNTER LEVEL 5

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one of the branded zealots.

Six PCs: Add another branded zealot or (for a party with many ranged attackers) a hellfire warlock.

ENDING THE ENCOUNTER

If the PCs question the cultists they find that a fair amount of cultists died in confrontation with traps and monstrous spiders.

Tremors have been felt in the depths, and the cultists fear that these may cause tunnels to collapse, closing down entrances to Gauntlgrym. A few cultists investigated the deeper caverns to verify, but did not return, and are presumed slain.

The spiders periodically attack the base camp, making it impossible to have an extended rest here (or anywhere else in Gauntlgrym).

TREASURE

The cultists carry 100 gp per PC in sellable items (a decorated shield and a marble statue of Moradin).

G2: EIGHT LEGGED FREAKS

ENCOUNTER LEVEL 5

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a deathjump spider.

Six PCs: Add 4 spiderlings.

TREASURE

The item found in the webbing is an *instant campsite*, which one of the cultists carried for making camp deeper in Gauntlgrym.

In the webbing are also the corpses of several dead cultists. One of these is a male eladrin (a sun elf). An impression on the broken ring finger of his left hand suggests he wore a ring, but it was pulled off with some force. The eladrin's cloak has an ornate clasp with the image of a pegasus. When added to a cloak and worn, the clasp acts as an *amulet of psychic interference +1*.

G3: THERE'S ALWAYS ROOM

ENCOUNTER LEVEL 4

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a green slime.

Six PCs: Add a green slime.

ENDING THE ENCOUNTER

The duergar refuse to provide detailed information when questioned. However, their snide remarks hint that more duergar can be found deeper in the tunnels, and that no other humanoids got passed them.

TREASURE

The remains of the gelatinous cube contain a *sending fork*, which belonged to a scouting cultist who fell to the cube. Little remains of the cultist, but his *symbol of power +2* (shaped in the form of a ruby-tipped rod, a symbol associated with Asmodeus) is still intact.

G4: GRASPING GOO

ENCOUNTER LEVEL 5

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a green slime.

Six PCs: Add a green slime.

TREASURE

There is no treasure.

G5: THE SEA OF SLIME

ENCOUNTER LEVEL 4

If the PCs had an extended rest, the duergar already blew up the tunnels, and the blast does not happen. The ceiling is however unstable and during the combat small tremors dislodge a stone. At the end of the round in which the black pudding was first bloodied or at the end of the fifth round, whichever comes first, the stone drops as described in the encounter text.

In addition, if the duergar blew up the tunnel before this encounter, the combat alerts them of the PCs approach, allowing them to prepare themselves.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the black pudding's hit points by 20, and remove 2 black pudding spawn.

Six PCs: Increase the black pudding's hit points by 20, and add 2 black pudding spawn.

TREASURE

The black pudding has 60 gp per PC in items among its remains. Among the rubble of the statue lies a *dwarven thrower +2*.

G6: DUERGAR DEMOLITION

ENCOUNTER LEVEL 6

Run this event as written, unless the PCs took two extended rests (in which case they already confronted the duergar and this is just a dead end).

If the duergar are aware of the PCs approach, it becomes difficult to surprise them.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a duergar guard.

Six PCs: Add a duergar scout

TREASURE

One of the duergar wears a *meliorating armor* +2 (level 8). The duergar carry 30 gp per PC. The PCs also find a coded missive, and gain **ADAP11 Missive into Gauntlgrym**.

CONCLUSION

PCs who find the coded missive earn **ADAP11 Missive into Gauntlgrym**. If they report finding the eladrin cultist from encounter G2 and show the cloak's clasp (they need not hand it over), they also earn **ADAP12 Favor with Mayara Sulbrandil**.

TREASURE

Assuming the PCs return with news of the cultists' defeat, they each gain 125 gp, and Rodrik offers the opportunity to use his contacts for finding an uncommon item of the PC's level, or a common item of the PC's level +2 (treasure parcel X).

If the PCs explored the entire dungeon, satisfying his curiosity of what the Ashmadai were after, he also provides them with a set of *boots of free movement*.

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: 1380 XP

Defeat all the cultists: +175 XP

Find the eladrin cultist: +35 XP

Defeat all the duergar: +175 XP

Find the missive: +35 XP

Maximum Possible XP: 1800 XP

Base Gold per PC: 375 gp

(Event 2: 60 gp, G1: 100 gp, G5: 60 gp, G6: 30 gp, Conclusion: 125 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.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS THREE OF THE FOLLOWING:

You may not select the same bundle (except More Gold) twice.

Treasure A: *utility staff +2** (level 7; *Adventurer’s Vault 1*)
Found in Event 2

Treasure B: *Instant campsite** (level 5; *Adventurer’s Vault 1*)
Found in Encounter G2

Treasure C: *amulet of psychic interference +1** (level 5; *Dark Sun Campaign Setting*)
Found in Encounter G2

Treasure D: *symbol of power +2* (level 7; *Player’s Handbook*)
Found in Encounter G3

Treasure E: *sending fork** (level 6; *Dragon 387*)
Found in Encounter G3

Treasure F: *dwarven thrower +2** (level 7; *Dragon magazine 385*)
Found in Encounter G5

Treasure G: *meliorating armor +2** (level 8; *Adventurer’s Vault 1*)
Found in Encounter G6

Treasure H: *boots of free movement** (level 6; *Adventurer’s Vault 1*)
Found in Conclusion

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 consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 4: *potion of healing* (level 5) plus 25 gp

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).

AL 4: 75 gp

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STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. The PCs can only gain one of these two story awards, and it is possible that they will gain neither, depending on how they behave toward the different factions during the adventure.

ADAP11 Missive into Gauntlgrym

You found a coded missive when exploring a dungeon complex in the Crag. You cannot yet decipher it, but it seems to be a guide to a path into Gauntlgrym.

Possibly, future adventures may help you decipher the missive.

ADAP12 Favor from Mayara Sulbrandil

You revealed an eladrin presence among the devil worshippers known as the Ashmadai. The banished eladrin Mayara Sulbrandil is grateful for the news and you have her favor.

As an ally of Mayara, Rodrik offers you the opportunity to buy certain goods using his contacts. This grants you access to buying *potions of resistance (fire)* and/or *potions of resistance (poison)* (with an item level equal to your character level or less) at the beginning or end of any adventure. You pay full market price.

NEW RULES

All magic items have a rarity of Uncommon unless otherwise specified.

AMULET OF PSYCHIC INTERFERENCE LEVEL 5

Level: 5

Price: 1,000 gp

Neck Slot

Enhancement: +1 Fortitude, Reflex, and Will

Property: You make saving throws to end charm, fear, or psychic effects at the start of your turn. If you fail any of these saving throws, you do not make a saving throw to end that effect at the end of your turn.

Power (Daily, Psychic): Immediate Reaction. *Trigger:* An enemy you can see hits or misses you using a power that has the charm, fear, or psychic keyword. *Effect:* The triggering enemy takes 10 psychic damage.

Reference: *Dark Sun Campaign Setting*, page(s) 128.

BOOTS OF FREE MOVEMENT LEVEL 6

Level: 6

Price: 1,800 gp

Feet Slot

Property: Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.

Power (Encounter): Minor Action. Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

Reference: *Adventurer's Vault 1*, page(s) 126.

DWARVEN THROWER +2 LEVEL 7

Level: 7

Price: 2,600 gp

Weapon: **Hammer or axe**

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage.

Property: This weapon can be used as a heavy thrown weapon with a range of 6/12.

Power (Daily): Free action. *Trigger:* You hit a Large or larger creature with an attack using this weapon. *Effect:* You deal 4 extra damage.

Reference: *Dragon Magazine 385*, page(s) 76.

INSTANT CAMPSITE LEVEL 5

Level: 5 (Common)

Price: 1,000 gp

Wondrous Item

Utility Power (Daily): Standard Action. You open this satchel and it magically expands into a complete campsite, including a campfire and four two-person tents with bedrolls. The campfire requires no fuel and lasts up to 12 hours, or until you spend another standard action to pack the campsite back into the satchel once more.

Reference: *Adventurer's Vault 2*, page(s) 173.

MELIORATING ARMOR LEVEL 8

Lvl 8 3400 gp

Armor: Chain, scale, or plate

Enhancement: +2 AC

Property: Each time you reach a milestone in a day, the enhancement bonus of this armor increases by 1. This bonus resets to the armor's normal enhancement bonus after an extended rest.

Reference: *Adventurer's Vault 1*, page(s) 47.

SENDING FORK LEVEL 6

Level: 6

Price: 1,800 gp

Wondrous Item

Property: You can use this item as an optional focus for the Sending ritual. When you do, multiply the maximum range of the ritual by 10.

Power (At-Will): Minor Action. Choose an unoccupied square within 10 squares of you and speak a short phrase (no more than twenty-five words) into the fork. Creatures can hear you as though you are in the chosen square. You do not need line of sight or line of effect to the square.

Reference: *Dungeon Magazine 387*, page(s) 29.

UTILITY STAFF LEVEL 7

Level: 7 (Common)

Price: 2,600 gp

Implement: **Staff**

Enhancement: +2 attack rolls and damage rolls

Critical: +2d6 damage.

Property: Increase the range of your arcane utility powers by a number of squares equal to this staff's enhancement bonus.

Reference: *Adventurer's Vault 1*, page(s) 107.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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