

SHARDS OF SELÛNE

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

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The goddess Selûne has sent her priests a warning of the dangers threatening Neverwinter, and it's up to the heroes to uncover them before it's too late. A *Living Forgotten Realms* adapted adventure set in Neverwinter for characters levels 1-7. This adventure is found in Issue 193 of *Dungeon* online, part of D&D Insider. *Dungeon* issues may be 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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If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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 a party of characters levels 1-7. Any Heroic-tier character within this level range 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 Adventure Level 4. The DM is empowered to make adventure adjustments to better challenge a table that would more appropriately be run at AL 2 or AL 6, such as by increasing or decreasing the level of monsters and other challenges, but the rewards are fixed at AL 4 and may not be changed.

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* online (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, but your play time might be shorter or longer depending on which encounters you run.

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 published 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.

If you decide to use the optional combat encounters in Event 1.2, Event 1.3, and Event 2.1, you will need to download the appropriate stat blocks from the Compendium or look them up in *Monster Vault*, *Monster Vault: Threats from the Nentir Vale*, and the *Neverwinter Campaign Setting*, as these monster statblocks are not included in the adventure. The adaptation document provides an alternate way to resolve these encounters (see Events 1.2, 1.3 and 2.1).

LOST CROWN OF NEVERWINTER

Some or all of the PCs may have played in *D&D Encounters Season 6: Lost Crown of Neverwinter*. These PCs have already dealt with some of the factions in this adventure (notably Lord Neverember, the Dead Rats, and the Sons of Alagondar). This may have effect on some encounters as noted in this document. In particular, PCs who aided Lord Neverember are invited by him and qualify for Event 1.1 Privilege of Nobility.

ADVENTURE HOOKS

In addition to the possible hooks given in the adventure for reasons why PCs come in contact with Lady Jasmine, consider the following options:

- If a PC played *ADAP3-1 The Gauntlgrym Gambit* and earned Story Award **ADAP12 Favor of Mayara Dulbrandil**, they receive a note shortly after witnessing (or hearing of) the falling stars. It is delivered by a street urchin. The note, written in a hand that suggests the writer was shaking, asks them to visit 'sister' Jasmine in the shrine of Selûne, to help her 'answer Sehanine's call'. The urchin says that a platinum blond eladrin woman send the message. The woman was pretty but acted erratic and was quite intimidating.
- If a PC has met the Sisters of Selûne in *DRAG1-1 Many Hands Make Light Work*, *DRAG1-7 Crafts* or *SPEC3-3 Dance of the Sun and Moon*, they receive a Sending from Sister Midnight. Midnight received a vision of the falling stars in Neverwinter through a dream. She believes it is a sign of Selûne that will turn out to be of aid to her and her sisters. She cannot come to Neverwinter as she is dealing with some 'private problems'. She asks the PCs to contact Lady Jasmine on her behalf.
- Otherwise, shortly after witnessing the falling of the stars, captain Harrag, owner of the *Beached Leviathan* (a famous tavern), approaches the PCs. He recognizes the characters as adventurers, and informs them about Lady Jasmine's, a moon priestess, need for people to help her. Harrag doesn't know much, but he figures it had to do with the stars falling from the skies. While Harrag believes it is his own idea, in reality he has been manipulated by Lord Neverember. Lord Neverember wants the stars found as it presents him with an opportunity to clear out a few things - and having the favor of a priestess of Selûne is never a bad thing.

CHARACTER THEMES

The published adventure uses character themes from the *Neverwinter Campaign Setting* as requirements for certain encounters. For LFR those requirements are a bit too limiting. There are various ways to accomplish a task, and themes are not required to finish the adventure. They can add depth though, and a fair amount of roleplay takes place with the aid of the mechanism, so be flexible when applying them.

If the party lacks a required theme, consider the following alternate conditions as replacements when it comes to requirements or optional encounters in the adventure that specify that theme.

Neverwinter Theme	Alternate Condition
Bregan D'aerthe spy	Drow male (unaffiliated with any meta-organization)
Bregan D'aerthe spy	Member of the <i>Stellar Fellowship of Gentle Adventurers</i>
Deadrat deserter	Member of the <i>Dusk Talons</i>
Devil's pawn	Tiefling
Harper agent	Member of the <i>Harpers</i>
Heir of Delzoun	Dwarf
Neverwinter noble	Member of the <i>Heirs of Mirt</i>
Neverwinter noble	Played <i>Lost Crown of Neverwinter</i>
Scion of shadow	Shadar-kai or shade
Spellscarred harbinger	Has a spellscar

Also, members of the following LFR meta-organizations should be considered as meeting theme or other prerequisites needed for the corresponding encounters:

- Jarlaxle credits the *Stellar Fellowship of Gentle Adventurers* meta-organization with aid received in the past (in *CORE2-12 The Sschindylryn Heresy*). Bregan D'aerthe can provide information to the PCs throughout this adventure - but afterward, they consider their debt paid in full.
- Members of the *Dusk Talons* meta-organization can contact an agent in town who keeps an eye on Lord Neverember. The Talons fear that once he claims Neverwinter, Neverember might start meddling in Elturgard. The Talons' agent, a woman named Hyascint, also has some background on the city's gangs and its sewers.
- The Heirs of Mirt meta-organization is sponsored by Lord Neverember's son, Renard Neverember.

Lord Neverember hopes to get any PCs in this organization on his side.

- A PC that has played *Lost Crown of Neverwinter* has aided Lord Neverember before, and may be known in town. Even if the PC's loyalties lie with the Sons of Alagondar, Lord Neverember hopes the PC is willing to aid him again.

Some themes, especially the Harper agent theme, may be reflavored by a player to better suit the PC. This means that certain assumptions that the adventure makes may not apply. Adjust the flavor of the encounter where that is needed to make it fit the PC's use of a theme. Whenever possible, don't make the character adjust to the adventure; it's better for you to adjust the adventure to the character, ideally without the players even realizing that anything was changed.

STARTING EVENT: CHOSEN BY THE GODDESS

Run this event as written.

Lady Jasmine is an eladrin raised in the ancient traditions of Illyanbruen (which is apparent to any PC that came from Illyanbruen). Since she has moved to the city, only a month ago, she has tried to adapt to the local customs, but occasionally slips up. For instance, she may occasionally refer to Selûne as 'Sehanine' - the name the elves use in their rites.

Jasmine came to Neverwinter looking for a fellow priestess, Mayara Dulbrandil. Mayara was banished from Illyanbruen, but Jasmine does not want to discuss the reasons. She thinks Selûne sent her a sign, and hopes that if she can find these stars she may also find a means for an answer. More information about Mayara may appear in future *Living Forgotten Realms* adventures set in the Neverwinter Story Area.

Lady Jasmine can pay the PCs 200 gp each if they do this errand for her, and, of course, she offers aid in the future should the PCs require it.

EVENT 11: PRIVILEGE OF NOBILITY

Consider alternate conditions for the required themes (see Character Themes, above), if no PC has a required theme.

Note that Lord Neverember asking the PCs is not a coincidence. He is aware the PCs are searching the shards for Lady Jasmine. He does not wish to thwart them, but hopes it presents an opportunity to get the PCs to do some work for him and show the city that they are on his side.

TREASURE

The *potions of healing* can be used by the PCs during the adventure. Any that are not used disappear at the end of the adventure unless taken as a treasure bundle.

EVENT 1.2: WET WAYS

ENCOUNTER LEVEL 2 (500 XP)

Consider alternate conditions for the required themes (see Character Themes, page 6), if no PC has a required theme.

If you prefer to not run the optional combat encounters in this event, you can use the following alternative for dealing with success and failure:

Success: The PCs arrive at the sewer entrance without problem. Do not run any combats.

Failure: Exhaustion and the occasional ambush of sewer creatures wear the PCs down. Each PC loses one healing surge.

Once the skill challenge is over, move to Event 1.4. The PCs emerge near one of the smaller ruins (closer to the shard). Since they are unknown to the soldiers on the wall, they do not get the benefit for suppressing fire. However, since they were scouting the area prior to arrival, they are aware of the pits.

EVENT 1.3: STREETS OF THE CITY

ENCOUNTER LEVEL 2 (375 XP)

If you prefer to not run the optional combat encounters in this event, you can use the following alternative for dealing with success and failure:

Success: Make sure PCs are aware that the easiest way to get over the wall is by talking to General Sabine. If they choose to climb the wall and enter the area illegally (use Stealth and Athletics checks), they start Event 1.4 uninformed and without the benefit of suppressing fire.

Failure: Do not use the street toughs. After the initial failure, the PCs encounter a patrol. The soldiers question them as noted in the adventure and then refer them to General Sabine. If the PCs instigate a fight, they win automatically after a brief skirmish, but each PC loses one healing surge.

PCs do not encounter more patrols with subsequent failures.

If the PCs fight a patrol or incur three failures before they set out to meet General Sabine, she refuses to speak with them directly, and instead has them directed (or escorted) to Mayor Galt.

ADAP3-2 Shards of Selûne

EVENT 1.4: THE WALL

ENCOUNTER LEVEL 6 (1419 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove four human goons from the first wave.

Six PCs: Add one nothic mindwarp to the second wave (which arrives on the third combat round).

SETUP

Note the following changes to PCs who come in through alternate routes:

- If the PCs entered through the sewer tunnels, they cannot benefit from suppressing fire. They do realize the presence of the pits (but not the alchemical traps) due to reconnaissance while traversing the sewers.
- If the PCs snuck in without talking to General Sabine, they do not benefit from suppressing fire and have no knowledge of the pits.

The map of this encounter does not show the alchemical traps. Place a number of trapped squares equal to the number of PCs in or directly around the major structure.

ENDING THE ENCOUNTER

The guards help all PCs, including those that were not assigned to defend the wall, to the safe side of the wall. Make sure all PCs have some opportunity to interact with the guards and claim their rewards.

TREASURE

The PCs find the first shard. Those who touch the shard sense a soothing presence. They earn **ADAP13 Selûne's Touch**, and may take *Sehanine's Mark of the Dark Moon* (level 3) as a Treasure.

In addition, Captain Shaw of the guards presents the PCs with a *bashing shield* (level 5) or *bracers of archery* (level 6) as a reward for their efforts.

OPTIONAL THEMES

You can run the **Harper Agent** section for members of the *Harpers* meta-organization, for PCs who have the *Sons of Alagondar* theme (from *Dragon 401*), and/or for PCs who played *Lost Crown of Neverwinter* (as they encountered the Sons of Alagondar before). Adjust the text to reflect the PCs' circumstances (for example, a PC

Harper Agent need not have been involved with Cymril's death).

EVENT 2.1: INTO BLACKLAKE

Run as written except as noted below.

Sylvara and Ayala: Sylvara and Ayala originally came from the High Forest. They claim not to know Lady Jasmine or Mayara. They have heard about elven activity in the northern woods, but express no desire to investigate.

If you do not want to run a combat for the duel with Sylvara and Ayala, you can replace it with a skill challenge instead (6 successes before 3 failures, DC 13 Acrobatics, Athletics, or Endurance). If they fail the skill challenge, all PCs who participated in the challenge also lose a healing surge due to fatigue.

If you do run the combat, stress that all damage done needs to be non-lethal (the elves keep to these rules). If a PC uses lethal damage, Sylvara and Ayala break off combat and leave. In this case, the PC that dealt lethal damage earns **ADAP16 Elves Never Forgive**. Unless the other PCs react particularly badly, only the PC who broke the rules earns this story award.

TREASURE

If the PCs defeat Sylvara and Ayala, they earn their swords. The swords are part of Treasure X, so their nature is up to the PCs to determine. Not fighting or not encountering the elves therefore does not result in the loss of treasure.

If the PCs defeat the elves by fair means and without killing them, or if they lose and accept their defeat gracefully by acting as porters, they earn **ADAP15 Elves Never Forget**. (A character obviously cannot earn both ADAP15 and ADAP16.)

EVENT 2.2: ONCE A RAT

ENCOUNTER LEVEL 3 (800 XP)

Consider alternate conditions for the required themes (see Character Themes, page 6), if no PC has a required theme. Thieves know thieves - so a PC affiliated with a thieves' guild (such as the Dusk Talons) may know to stop hostilities as well.

A PC who played *Lost Crown of Neverwinter* has encountered the Dead Rats before, and is not remembered fondly. The PC takes a -2 penalty to Diplomacy checks, but gains a +2 bonus to Intimidate checks, to reflect the dislike and the fear the PC engenders in members of the Dead Rats.

SCALING THE ENCOUNTER

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

Four PCs: Remove a scurrying wererat.

Six PCs: Add a scurrying wererat.

TREASURE

The Dead Rats' treasures are part of Treasure X, so its nature is up to the PCs.

EVENT 2.3: PRICE OF NOBILITY

ENCOUNTER LEVEL 3 (855 XP)

You can also run this encounter for any party that accepted Lord Neverember's offer in Event 1.1

A PC who is a Son of Alagondar offsets the penalty for aiding Lord Neverember.

While a PC who played *Lost Crown of Neverwinter* have encountered the Sons of Alagondar before, this does not directly affect the encounter.

SCALING THE ENCOUNTER

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

Four PCs: Remove a dwarf bolter.

Six PCs: Add a common bandit and a human goon.

TREASURE

The Nashers' treasures are part of Treasure X, so its nature is up to the PCs.

EVENT 2.4: FRIENDS LIKE THESE

Consider alternate conditions for the required themes (see Character Themes, page 6), if no PC has a required theme, and take into account what happened in Event 1.3 and/or Event 1.4.

EVENT 2.5: SWAMPED DOCKS

ENCOUNTER LEVEL 4 (925 XP)

If the Nashers are present, any PC who is a Son of Alagondar has a +2 bonus on skill checks to negotiate with the Nashers.

SCALING THE ENCOUNTER

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

Four PCs: Remove one halfling thief (or remove one of its replacements).

Six PCs: Add a scurrying wererat.

TREASURE

The PCs find the second shard. Those who touch the shard sense a soothing presence. They earn **ADAP13 Selûne's Touch**, and may take *Sehanine's Mark of the Dark Moon* (level 3) as a Treasure.

If the Nashers were present and convinced to ally with the PCs, they allow the PCs to keep the shard.

Furthermore the PCs find 140 gp per PC in spoils.

EVENT 3.1: TERRITORY

ENCOUNTER LEVEL 3 (826 XP)

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the battletested orcs.

Six PCs: Add another battletested orc.

TREASURE

Any equipment the orcs have is part of Treasure X, so if the PCs avoid fighting the orcs, they lose no treasure.

EVENT 3.2: THE FALLEN TOWER

ENCOUNTER LEVEL 2 (125 XP)

Run this event as written.

TREASURE

If the PCs earn the orcs' respect (for which they have to complete the skill challenge, regardless of Vansi's demeanor towards the PCs), they gain **ADAP17 Fun With Orcs**. There are no long-term consequences for failing.

EVENT 3.3: MANY HANDS, LIGHT WORK

Consider alternate conditions for the required themes (see Character Themes, page 6), if no PC has a required theme. Otherwise, run this encounter as written.

EVENT 3.4: INTO THE SHARD OF NIGHT

ENCOUNTER LEVEL 3 (800 XP)

Run this encounter as written.

Note that if the PCs remove the shards from the teleportation circle, it eventually starts to function normally (though this takes some time and does not happen during the encounter). As mentioned on page 20 of the adventure, during this encounter the portal to Xinlenal only works in one direction (allowing passage to this location, but not allowing passage back to Xinlenal).

SCALING THE ENCOUNTER

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

Four PCs: Remove a shadow walker.

Six PCs: Add a shadow walker and 2 wisp wraiths.

TREASURE

The PCs find the third shard. Those who touch the shard sense a soothing presence. They earn **ADAP13 Selûne's Touch**, and may take *Sehanine's Mark of the Dark Moon* (level 3) as a Treasure.

If the PCs have all three shards and use them to close the gate, they earn **ADAP14 Selûne's Sanctuary**.

AFTERMATH

TREASURE

If the PCs deliver all the three shards, they receive 200 gp each from Lady Jasmine. In addition, she gives them access to *moon armor* +2, a *moon disk of Sehanine* +2, and a *cat's eye headband*.

If the PCs succeed at cleansing the Shard of Night, the followers of Selûne are able to rechristen it in honor of their goddess, as described in the adventure. The Shard of the Moon becomes a resource available to the PCs during future adventures set in the Neverwinter Story Area. See Story Award ADAP14 for details.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards.

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.

All totals listed here are per PC.

ADVENTURE LEVEL 4

Minimum Possible XP: 1225 XP

Retrieve the first shard: +125 XP

Retrieve the second shard: +125 XP

Retrieve the third shard: +125 XP

Maximum Possible XP: 1600 XP

Base Gold: 340 gp

(Event 2.5: 140 gp, Conclusion: 200 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.

Due to the length of this adventure, each PC gets to choose two (2) Treasures from the available options. Treasures A through F may only be chosen once each; Treasures X, Y, and/or Z may be chosen twice if the player wishes to do so.

EACH PC SELECTS TWO OF THE FOLLOWING:

Treasure A: *bashing shield* (level 5, PH)

Found in Event 1.4

Treasure B: *bracers of archery** (level 6, AV)

Found in Event 1.5

Treasure C: *Sehanine’s mark of the dark moon** (level 3, DMG2)

Available in the Aftermath (if the PCs recovered at least one of the shards; see Story Award ADAP13).

Treasure D: *+2 moon disk of Sehanine** (level 8; AV2)

Found in Aftermath

Treasure E: *moon armor +2** (level 8; AV2)

Found in Aftermath

Treasure F: *cat’s eye headband** (level 6; AV2)

Found in Aftermath

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 *LFRCampaign 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

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn all five of the listed Story Awards in this adventure, although not all PCs at the table necessarily need to qualify for the same Story Awards.

Pass out certificates to the players for their Story Awards.

Each PC who handled at least one Shard during the adventure receives ADAP13 and has access to Sehanine's Mark of the Dark Moon (level 3) as a Treasure.

ADAP13 Selûne's Touch

You touched one of the Shards of Selûne while it was still charged with her divine power. This marks you as one of her favored.

You may gain the divine boon, *Sehanine's mark of the dark moon*, as one of your Treasures from this adventure. You must spend a found-item slot to take this boon; it does not expire.

If you take the boon, while it is your active boon (as defined in the *Living Forgotten Realms Campaign Guide*), you fulfill the requirement for using a *moon disk of Sehanine* even if you worship another deity.

If the PCs closed the portal in the Shard of Night, they receive ADAP14.

ADAP14 Selûne's Sanctuary

You enabled Lady Jasmine to sanctify the Shard of Night to Selûne.

Lady Jasmine graciously allows you to visit what is now known as the Shard of the Moon whenever you are in Neverwinter. In particular, with the DM's permission (depending on the circumstances of the adventure), you may use the Shard of the Moon to take an extended rest.

If you take an extended rest in the Shard of the Moon, you gain 5 temporary hit points that last until you take another extended rest or lose them in a fight. At character level 11 and above, you instead gain 10 temporary hit points.

If the PCs honestly won or gracefully lost the duel with Sylvara and Ayala, they gain ADAP15.

ADAP15 Elves Never Forget

You have earned the respect and friendship of Sylvara and Ayala. Something tells you that you may meet these two elves again on a future adventure in Neverwinter.

Any PC who used lethal damage or otherwise behaved dishonorably in the duel with Sylvara and Ayala earns ADAP16 (and may not earn ADAP15).

ADAP16 Elves Never Forgive

You have angered Sylvara and Ayala with your unsporting behavior. They are likely to remember you as a dishonorable and untrustworthy individual should your paths cross in the future.

If the PCs earned the respect of the Many-Arrow orcs (by completing the skill challenge in Event 3.2) they earn ADAP17.

ADAP17 Fun with Orcs

You have earned the respect of the Many-Arrows orcs from Neverwinter. While such respect does little to temper the orcs' fury should you ever meet them on the field of battle, your reputation allows you to pass freely in and out of Neverwinter's River District. Vagdrû One-Ear, the bartender at the Fallen Tower, may provide assistance in future adventures if you seek information known to the Many-Arrows.

NEW RULES

+2 Moon Disk of Sehanine Level 8 Uncommon

Implement (Holy Symbol)

Enhancement: +2 to attack rolls and damage rolls

Critical: +2d6

Requirement: To use this symbol, you must worship Selûne.

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. The target takes a -5 penalty to the first attack roll it makes before the start of your next turn.

Source: *Adventurer's Vault*, page(s) 86

+2 Moon Armor Level 8 Uncommon

Armor (Chain)

Enhancement: +2 AC

Property: While you're in darkness or dim light (including starlight), you gain a +1 bonus to AC.

Source: *Adventurer's Vault 2*, page(s) 10

Bracers of Archery Level 6 Uncommon

Arms Slot

Property: Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

Power (Daily): Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.

Source: *Adventurer's Vault*, page(s) 115

Cat's Eye Headband Level 6 Uncommon

Head Slot

Power (Encounter): Minor Action. You gain darkvision until the end of your next turn.

Source: *Adventurer's Vault 2*, page(s) 106

Sehanine's Mark of the Dark Moon Level 3 Uncommon

Source: *Dungeon Master's Guide 2*, page 142

Divine Boon

Property: If a creature cannot see you, you take half damage from its attacks that hit you and no damage from its attacks that deal half damage on a miss.

Power (Daily, Teleportation): Immediate Reaction.

Trigger: You take damage.

Effect: You teleport 2 squares.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

RECEIVED STORY AWARDS DURING THE ADVENTURE:

ADAP3~2 SHARDS OF SELÛNE

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Event Name: _____ Event Code: _____
(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.

Player Name	WIN/DCI Number
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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DUNGEON MASTER

DM Name: _____

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