

# HALLS OF UNDERMOUNTAIN 1: ZARR'S INVINCIBLE ARMY

## A DUNGEONS & DRAGONS<sup>®</sup> 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. The first step is to make the entrance safe. 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, available at retail game stores and bookstores.

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<sup>®</sup> 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 brand-new level 1 characters, 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 4. 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. Note that this style also allows PCs to retreat from an encounter and come back and try again.

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 for more or less players.

## GETTING THE HEROES INVOLVED

*Halls of Undermountain* provides an overarching plot involving a young scion of the noble House Urnbrusk. 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 *Zarr's Invincible Army* adventure from *Halls of Undermountain*, a simpler hook is provided in the **Starting the Adventure** section on page 21.

Whichever hook you use, the PCs embark on the "Stop Zarr's Threat" major quest. They receive an award of 200 xp per character when they defeat and capture or kill Zarr.

PCs are likely to come across some of the PCs presented in the Yawning Portal section (pages 10-13) in the later adventures.

## 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> 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. Note that the PCs do not gain more xp or gold when this is done.

Rather than having the PCs start where the book suggests, have a portal in Undermountain linked to the portal at the Sunset Shrine. When the PCs step through the portal, they arrive in Area 58: The Hall of Many Pillars. Noises coming from Area 1: The Entry Well would draw their attention. When they arrive at the Entry Well, Durnan could lower them a rope from the Yawning Portal to bring them out, where the PCs could then be introduced to what is happening at Undermountain.

## HIGHER LEVEL GROUPS

The majority of encounters in this adventure are designed to be a moderate challenge for low level PCs (1<sup>st</sup> and 2<sup>nd</sup>). As an AL 2 LFR adventure PCs can range as high as 5<sup>th</sup> level and still play. To assist you in those situations some encounters have suggestions regarding easy adjustments that can make the adventure more of challenge for these higher level groups. The suggestions were written assuming a group of all 4<sup>th</sup> level PCs.

## AREA 1: ENTRY WELL

Run this encounter as written. When the PCs learn from the survivor that three of his comrades have been captured, the PCs embark on the “Rescue the Captured Adventurers” minor quests. The PCs receive an award of 125 XP per character for each of the three captured adventurers they rescue: Yoradar in Area 3, Aovyneth in Area 6, and Xerick in Area 13.

## AREA 2: HALL OF HEROES

Run this encounter as written.

## AREA 3: BONE THRONE

Run this encounter as written, except for the following:

**The Globe Prison:** The green dragon trapped in the globe would normally overwhelm most parties of this level. The dragon is more interested in keeping its freedom than fighting the PCs. If the PCs cannot return it to the globe, the dragon flees into the dungeon rather than fights.

### EXPERIENCE

If the PCs rescue Yonder then they have achieved one of the objectives of the adventure (bonus 125 XP per PC).

### TREASURE

The *glowing globe* can be taken from the room, and the small gems within the bone throne are worth a total of 20 gp per PC.

## AREA 4: STAGING AREA

Run this encounter as written, except for the following:

For higher level parties, bring the monsters from Area 10 into the room at the end of the first round of combat. In this case, Area 10 will be empty of monsters when the PCs enter there.

## AREA 5: OFF LIMITS!

Run this encounter as written. If the PCs raid Zarr’s army and then retreat twice, on their third incursion the basilisk has been released from Area 5 and is wandering Area 4 when the PCs arrive.

### TREASURE

Coins, small gems, and trinkets dropped by victims of the basilisk litter the floor. If the PCs wish to take an hour to collect it all, it totals 50 gp per PC.

## AREA 6: MAGIC STREAM

Run this encounter as written, except for the following:

For higher level parties, bring the monsters from Area 7 into the room at the end of the first round of combat. In this case, Area 7 contains only the tied-up half-elf Gharnell when they arrive.

Alternatively, if the party goes to Area 7 first, the creatures from this area go there to help.

### EXPERIENCE

If the PCs rescue Aovyneth then they have achieved one of the objectives of the adventure (bonus 125 XP per PC).

### TREASURE

Replace the *glowing globe* in the secret room with a *peript of health +1* (level 3).

## AREA 7: LANGUAGE LESSONS

Run this encounter as written, except for the following:

For higher level parties, bring the monsters from Area 6 into the room at the end of the first round of combat. In

this case, Area 6 contains only the noncombatants Zookah and Meeni.

Alternatively, if the level 4 party goes to Area 6 first, the creatures from this area go there to help.

#### EXPERIENCE

If the PCs rescue Garnell then they have achieved one of the minor objectives of the adventure (bonus 75 XP per PC).

## AREA 8: TRAINING GROUNDS

Run this encounter as written.

## AREA 9: BARRACKS

Run this encounter as written, except for the following:

For higher level parties, bring the monsters from Area 19 into one of the barracks rooms, in addition to the monsters already there. Area 19 should contain only warning signs about not passing down the corridor there.

## AREA 10: KENNELS

Run this encounter as written, except for the following:

For higher level parties, the monsters from this room should have been sent to assist the monsters in Area 4 when the PCs first entered Zarr's domain. The equipment for training the beasts is still in the room.

## AREA 11: STIRGE NESTING AREA

Run this encounter as written, except for the following:

For higher level parties, double the number of stirges that appear each round. However, no additional XP should be awarded, regardless of how many stirges the PCs face.

#### TREASURE

The chests against the northern each contain one piece of treasure: a golden chalice worth 40 gp per PC, a +1 flaming weapon, and a sack of coins containing 60 gp per PC.

## AREA 12: VISION CHAMBER

Run this encounter as written.

#### TREASURE

Only one PC can gain the *Halaster's Vision* reward.

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## AREA 13: PRISONERS

Run this encounter as written.

#### EXPERIENCE

If the PCs rescue Xerick then they have achieved one of the objectives of the adventure (bonus 125 XP per PC).

If they also rescue the other prisoners in this area they gain an additional 125 XP per PC.

#### ADVANCING TO 2<sup>ND</sup> LEVEL

If the adventuring group consists of all 1<sup>st</sup> level PCs you have the option of awarding the PCs some of the XP they've gained so far. The objective awards in the first 13 areas equal 575 XP. Adding 425 XP (from the minimum XP award the PCs can gain from playing the adventure) gives them just enough experience to become 2<sup>nd</sup> level. Advancing to 2<sup>nd</sup> level at this point gives the characters a better chance to confront the difficult final combat.

## AREA 14: NONE SHALL PASS

Run this encounter as written.

#### TREASURE

The floor is littered with coins totaling 50 gp per PC, but it takes an hour to collect them all. A suit of +1 armor of escape also rests amid the rubble.

## AREA 15: STORAGE

Run this encounter as written.

#### TREASURE

Grand Grelpin wears a *robe of useful items* (level 2) that he will begrudgingly hand over to the PCs if they promise to help him regain his position in his tribe.

## AREA 16: ZARR'S QUARTERS

Run this encounter as written.

#### EXPERIENCE

If the PCs read Zarr's memoir then they find a clue about what happened to Rutherford Urnbrusk and thus achieve one of the minor objectives of the adventure (bonus 50 XP per PC).

#### TREASURE

Along with Zarr's journal is a gem worth 50 gp per PC.

## AREA 17: LABORATORIES

Run this encounter as written.

### TREASURE

Among the chemicals and flasks on the table is one *potion of healing* per PC.

## AREA 18: PARADE GROUNDS

Run this encounter as written.

## AREA 19: NERVOUS GUARDS

Run this encounter as written, except for the following:

For higher level parties, the creatures listed here are found in Area 9 instead. If so, this area contains only signs and warnings about moving further up the hall.

## AREA 20: WAR ROOM

Run this encounter as written. Be aware that 1<sup>st</sup> level characters might have difficulty with this encounter, so allow them to escape if they wish to run. Zarr does not change his habits if the PCs attack and then flee. The PCs can return after an extended rest to try again.

Adjust the encounter to reflect the actions of the PCs, especially if they have managed to destroy the ballista or kill the goblin hex hurler. However, the kobold quickblades are easily replaced and should always begin the encounter at full strength.

### EXPERIENCE

If the PCs defeat Zarr then they have achieved a major objective of the adventure (200 XP per PC).

If Zarr is taken prisoner and questioned then the PCs can gain a clue about Rutherford Urnbrusk. Note that this is the same information that they could have found in location 16. The PCs can only gain the objective XP for finding this clue once.

### TREASURE

Zarr carries 30 gp per PC in coins, and he wears a *circlet of authority*.

## CONCLUDING THE ADVENTURE

The PCs have earned a well-deserved rest back at the Yawning Portal, along with some free food and drink provided by Durnan for making this entrance to the portal safe again.

When the PCs are ready to search for Rutherford's next party member, continue with ADAP4-8 *The Tombs of Dayan*.

### EXPERIENCE

For completing the adventure PCs gain a final award of 875 XP. (If you took the option of awarding some of the experience after Area 13 then the PCs only gain 450 XP for finishing the adventure.)

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 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 completing the adventure. In addition, the Major and Minor Quests 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. (Note that the adventure contains more XP than what is awarded, but the PC may not gain more than the maximum listed.)

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 2

##### Minimum Possible XP: 875 XP

- Rescue Yoradar: +125 XP
- Rescue Aovyneth: +125 XP
- Rescue Xerick: +125 XP
- Rescue the prisoners in Area 13: +125 XP
- Rescue Gharnell: +75 XP
- Rid the Well area of Zarr's army: +200 XP
- Discover clue about Rutherford: +50 XP

##### Maximum Possible XP: 1700 XP

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

(Area 3: 20 gp, Area 5: 50 gp, Area 11: 100 gp, Area 14: 50 gp, Area 16: 50 gp, Area 20: 30 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. 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:** *glowing globe* (level 3 Rare; *Halls of Undermountain*)  
Found in Area 3

**Treasure B:** *periapt of health +1* (level 3; *Mordenkainen's Magnificent Emporium*)  
Found in Area 6

**Treasure C:** *Halaster's vision* (level 3; *Halls of Undermountain*)  
Found in Area 12  
**Note:** Only one PC may gain this Treasure. Even though it is a boon rather than a physical item, it still costs a found-item slot. A character who chooses this boon receives Story Award UNDR03.

**Treasure D:** *armor of escape +1* (level 3; *Mordenkainen's Magnificent Emporium*)  
Found in Area 14

**Treasure E:** *robe of useful items +1* (level 2; *Mordenkainen's Magnificent Emporium*)  
Found in Area 15

**Treasure F:** *circlet of authority* (level 7; *Mordenkainen's Magnificent Emporium*)  
Found in Area 20

**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 150 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) valued at 200 gp.

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Only one PC can gain Story Award UNDR03. All PCs should earn UNDR01 and UNDR02 if the party succeeded at the appropriate objectives during the adventure. Pass out certificates to the players for their Story Awards.

### UNDR01 Influence with the Plumbers' and Cellarers' Guild

You rescued Steploe Nestletoe from Zarr's army. He is a valued member of the Plumbers' and Cellarers' Guild, and the Guild always takes care of its friends.

This Story Award counts as a favor with the Heirs of Mirt, an adventuring society based in Waterdeep. For details, see the *LFR Meta-Organization Guide*.

### UNDR02 First Clue to Finding Rutherford Urmbrusk

By questioning Zarr or reading his journals, you have learned a clue to the whereabouts of Rutherford Urmbrusk. In order to find his exact location, however, you will need to find more clues.

### UNDR03 Halaster's Vision

Halaster left sprits in his wake, instructing them to grant the gift of second sight to the first worthy creature that sat upon the Seat of Visions. That creature is you.

In order to gain this Legendary Boon, you must spend a found-item slot. The boon does not count against your limit of one Rare magic item per tier, but you may only have one boon active at a time (see the *LFR Campaign Guide* for more details on alternative rewards). This boon does not expire.

<b>Halaster's Vision</b>	Level 3 Rare
<b>Legendary Boon</b>	
<b>Utility Power</b> ♦ Daily (Immediate Interrupt)	
<i>Trigger:</i> An attack hits you or an ally within 5 squares of you.	
<i>Effect:</i> The triggering attack misses instead.	
<b>Reference:</b> <i>Halls of Undermountain</i> , page 30	

## NEW RULES

### Glowing Globe

Level 3 Rare

**Level:** 3

**Price:** 680 gp

**Wondrous Item**

**Property:** If the glowing globe is brought within 1 square of another glowing globe, you cannot activate any of its powers and it goes dark.

**Utility Power At-Will** (Minor Action): *Effect:* The globe sheds dim light in a 2 square radius, bright light in a 10 square radius, or stops shedding light.

**Utility Power Daily** (Minor Action): *Effect:* Close Burst 3 (enemies in burst). The target is blinded until the start of its next turn. Also the globe is destroyed.

**Reference:** *Halls of Undermountain*, page(s) 25.

### Periapt of Health +1

Level 3 Common

**Level:** 3

**Price:** 680 gp

**Neck Slot**

**Enhancement:** Fortitude, Reflex and Will

**Property:** Gain a +2 item bonus to saving throws against disease. You also gain an item bonus to Endurance checks against disease. The bonus is equal to the periapt's enhancement bonus.

**Reference:** *Mordenkainen's Magnificent Emporium*, page(s) 75.

### Armor of Escape +1

Level 2 Common

**Level:** 2

**Price:** 520 gp

**Armor:** Any

**Enhancement:** +1 AC

**Property:** You gain an item bonus to escape attempts equal to 2 plus the armor's enhancement bonus. In addition this armor cannot be taken off of you without your consent while you are still living.

**Reference:** *Mordenkainen's Magnificent Emporium*, page(s) 12.

### Robe of Useful Items +1

Level 2 Common

**Level:** 2

**Price:** 520 gp

**Armor:** Cloth

**Enhancement:** +1 AC

**Utility Power Daily** (Minor Action):

*Effect:* You procure one nonmagical item worth up to 10gp (with the DMs approval) from the robe. This item is generic (a torch or robe for instance not specific (the key to a specific chest). The item lasts for one hour. When it disappears you regain the use of his power

**Reference:** *Mordenkainen's Magnificent Emporium*, page(s) 17.

### Circlet of Authority

Level 7 Common

**Level:** 7 (Common)

**Price:** 2,600 gp

**Head Slot**

**Property:** You gain a +2 item bonus to Diplomacy checks and Intimidate checks.

**Reference:** *Player's Handbook*, page(s) 2

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:  
(cross out those not received)

**ADAP4~7 HALLS OF UNDERMOUNTAIN I:  
ZARR'S INVINCIBLE ARMY**

### UNDR01 Influence with the Plumbers' and Cellarers' Guild

You rescued Steploe Nestletoe from Zarr's army. He is a valued member of the Plumbers' and Cellarers' Guild, and the Guild always takes care of its friends.

This Story Award counts as a favor with the Heirs of Mirt, an adventuring society based in Waterdeep. For details, see the *LFR Meta-Organization Guide*.

### UNDR02 First Clue to Finding Rutherford Urnbrusk

By questioning Zarr or reading his journals, you have learned a clue to the whereabouts of Rutherford Urnbrusk. In order to discover his exact location, however, you will need to find more clues.

### UNDR03 Halaster's Vision

Halaster left sprits in his wake, instructing them to grant the gift of second sight to the first worthy creature that sat upon the Seat of Visions. That creature is you.

In order to gain this Legendary Boon, you must spend a found-item slot. The boon does not count against your limit of one Rare magic item per tier, but you may only have one boon active at a time (see the *LFR Campaign Guide* for more details on alternative rewards). This boon does not expire.

<b>Halaster's Vision</b>	Level 3 Rare
<b>Legendary Boon</b>	
<b>Utility Power</b> ♦ Daily (Immediate Interrupt)	
Trigger: An attack hits you or an ally within 5 squares of you.	
Effect: The triggering attack misses instead.	
Reference: <i>Halls of Undermountain</i> , page 30	

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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"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

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# DUNGEONS & DRAGONS

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