

HALLS OF UNDERMOUNTAIN 3: SCALY DOOM

A DUNGEONS & DRAGONS® LIVING
FORGOTTEN REALMS ADAPTED ADVENTURE

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A noblewoman fears that her nephew is lost on a fool's errand into the dreaded Undermountain, and she turns to a group of adventurers to rescue him. Between the adventurers and the final step in the search stands nothing short of a full-scale lizardfolk invasion. A *Living Forgotten Realms* adapted adventure set in Waterdeep and Undermountain for Adventure Level 2 (which supports character levels 1-5). This adventure is found in the *Halls of Undermountain* sourcebook, published by Wizards of the Coast.

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

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

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

The likeliest circumstances when running this adventure is that you have a party of characters who have reached level 3 playing the previous *Halls of Undermountain* adaptations, 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 5 (see below). 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 1st 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 5th level, if they want to continue playing this series, they must remain at 5th 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 1st or 2nd level PCs. As such it is considered an AL 2 adventure. For those instances where all of the PCs are first level, we recommend you use the AL 1 DCs listed above. If the group would more properly be considered AL 4 (such as a group of PCs coming from the Encounters season) then we encourage you to use the AL 4 DCs.

ADAPTED ADVENTURES

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

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

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

DM'S INTRODUCTION

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

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

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

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

GETTING THE HEROES INVOLVED

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

If you plan to run only the "Scaly Doom" adventure from *Halls of Undermountain*, a simpler hook is provided in the **Starting the Adventure** section on page 57.

If the PCs played either or both of the previous adaptations, "Zarr's Invincible Army" and "Tomb of Dayan," they have rested and recovered from their adventures in that portion of the dungeon. They have probably also gained several levels. While resting, they are approached by Schonert, priest of Ilmater, as described in the **Starting the Adventure** section in *Halls of Undermountain* on page 57.

The PCs have an opportunity to assist Col. Knag by discovering what happened to a known murderer, Josephus Blaze (found in area 47). See page 58 for information about including his problem as a minor quest for the PCs.

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 5th level. Since the *Halls of Undermountain* assumes characters of lower level at the start, instructions for

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

For the smoothest transition, we suggest you bring characters from the Encounters season into the first adaptation, “Zarr’s Invincible Army.” If you do bring players from Encounters right into this adventure, they can step through a portal in the Sunset Shrine and appear in Area 45, arriving via the odd dark teleporter located there.

HIGHER LEVEL GROUPS

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

AREA 41: GRIM STATUE

Run this encounter as written.

AREA 42: BASE CAMP

Run this encounter as written.

AREA 43: PEDESTAL BATTLE

Run this encounter as written, except for the following:

For higher-level parties, increase the damage for being in contact with the floor to 10 radiant.

TREASURE

Atop the pedestal is a +1 *rod of elemental shielding*. (To be clear, the PCs do not find the *blast scepter* described in the published adventure.)

AREA 44: GUILTY GUARD

Run this encounter as written.

AREA 45: EVIL AMUSEMENT

Run this encounter as written.

EXPERIENCE

By rescuing Matheena the PCs have completed one of the objectives of the adventure and gain 100 XP.

TREASURE

Hidden behind some of the smashed crates, the PCs discover a +1 *carnage weapon*.

AREA 46: PURSUIT

Run this encounter as written.

AREA 47: SOLACE AND SAVAGERY

Run this encounter as written.

EXPERIENCE

If the PCS convince the werewolves to renounce lycanthropy they achieve one of the minor objectives and gain 50 XP.

AREA 48: SERPENT SACRIFICE

Run this encounter as written.

EXPERIENCE

By rescuing Nerra from the snake ritual the PCs achieve an objective of the adventure and gain 100 XP.

TREASURE

The lizardfolk carry precious metals and gems worth 75 gp per PC.

AREA 49: LIZARD TAKEOVER

Run this encounter as written.

AREA 50: SHELL GAME

Run this encounter as written, except for the following:

For higher-level parties, add one greenscale raider to Area 50A and another one to Area 50C.

AREA 51: TAINTED FOUNTAIN

Run this encounter as written.

AREA 52: SUMMONING CHAMBER

Run this encounter as written, except for the following:

For higher-level parties, add one lizardfolk shocker and two alligators.

TREASURE

By moving the glass eyes from one statue to the other, the PCs are rewarded with 100 gp each. The ritual book is a plot item, but the PCs cannot copy it or learn the ritual contained within.

AREA 53: BESIEGED

Run this encounter as written.

EXPERIENCE

By rescuing Enda and friends the PCs complete an objective of the adventure and gain 200 XP. They also earn Story Award UNDR09 once Endra shares what she knows regarding Rutherford Urnbrusk's location.

AREA 54: DARKTENTACLES

Run this encounter as written.

TREASURE

The rotted corpse's belt pouch is actually a *bag of holding*.

AREA 55: RESCUING SACRIFICES

Run this encounter as written.

EXPERIENCE

By rescuing Ghellest and Equinis the PCs complete one of the objectives of the adventure and gain 100 XP.

AREA 56: DEEP SWAMP

Run this encounter as written, except for the following:

For higher-level parties, move the two alligators into Area 57 to assist in the fight there.

TREASURE

Submerged in the murky water is a +1 *amulet of health*.

AREA 57: MARSH PORTAL

Run this encounter as written, except for the following:

For higher level parties, add the two alligators from Area 56 to the roster of enemies here.

EXPERIENCE

By defeating the lizardfolk leaders and closing the portal the PCs complete the major objective of the adventure and gain 225 XP. (If the PCs do not achieve both goals then see the list on page 8 of this document to determine how much XP they gain.)

The PCs earn Story Award UNDR08 for closing the portal and ending the lizardfolk incursion. Malar is not pleased by their interference.

TREASURE

100 gp per PC, and the bog mystic carries a +1 *staff of verdant growth*.

CONCLUDING THE ADVENTURE

The PCs can report back to Schonert, priest of Illmater, regarding what was causing the disappearances and their successful ending of the threat.

The PCs may seek out Col. Knag (found at the Yawning Portal after his shift) to tell him about Josephus Blaze (one of the werewolves from Area 47). If the PCs accurately describe whatever fate befell Josephus, Knag is very appreciative. He assures the PCs that he will help them with information in the future. The PCs earn Story Award UNDR10.

If any of the PCs also have Story Award UNDR01 **Influence with the Plumbers' and Cellarers' Guild**, then Krag goes so far as to promise to speak up for these PCs if they ever get in trouble with the City Watch (this could be a one-time negation of a fine or an unfavorable Story Award representing the disfavor of the Watch).

EXPERIENCE

For completing the adventure PCs gain 875 XP.

To be clear, the maximum possible XP for completing all objectives successfully is 1700 XP per PC, even if some or all of the characters are above 1st level. You may not exceed the maximum XP and gold awards listed in the Rewards Summary.

TREASURE

Schonert pays the characters 25 gp each for their report and arranges with some of the church patrons for each PC to gain access to a magic item of their choice (Treasures X and Y).

WHAT'S NEXT?

If you have run all three adventures then the PCs have discovered three clues to finding Rutherford (if for some reason they missed a clue, see “Need a Clue” on page 78 of the published adventure).

You could devise a My Realms adventure using the suggestions on page 74 to deal with the saga of Rutherford and his father. However, there will be an adventure by Shawn Merwin in an upcoming issue of *Dungeon* that completes this quest. The adventure, *Halaster's Haunt*, is going to be adapted for Living Forgotten Realms by the author once it is published. The adventure has been designed for PCs of 5th to 7th level. Therefore, if nothing changes, when it is adapted for LFR it should be an AL 6 adventure.

At this time (October 2012) we do not have a firm publication date for *Halaster's Haunt*, but we hope it will be released before the end of calendar year 2012. Watch for it on the Dungeons & Dragons website!

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 2

Minimum Possible XP: 875 XP

- Rescue Matheena (Area 45): +100 XP
- Convince the werewolves to renounce lycanthropy (Area 47): +50 XP
- Save Neera from snake ritual (Area 48): +100 XP
- Rescue Enda and friends (Area 53): 200 XP
- Rescue Ghellest and Equinis (Area 55): 100 XP
- Defeat the lizardfolk leaders: 100 XP
- Close the swamp portal: 125 XP
- Told Corporal Knag about Blaze: 50 XP

Maximum Possible XP: 1700 XP

Base Gold per PC: 300 gp

(Area 48: 75 gp, Area 52: 100 gp, Area 57: 100 gp, Conclusion 25gp)

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

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

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

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

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.

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: +1 rod of elemental shielding (level 2; *Eberron Player's Guide*)

Found in Area 43

Treasure B: +1 carnage weapon (level 3; *Dark Sun Campaign Setting*)

Found in Area 45

Treasure C: bag of holding (level 5; *Dungeon Master's Kit*)

Found in Area 54

Treasure D: +1 amulet of health (level 3; *Dungeon Master's Kit*)

Found in Area 54

Treasure E: +1 verdant staff (level 2; *Adventurer's Vault 2*)

Found in Area 57

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.

UNDR08 Angered Malar

By disrupting his plans in Undermountain, you have angered Malar. Although Malar's mark on you is not physical in nature, his followers certainly recognize you. When you are in a confrontation with creatures who worship Malar, they recognize their god's hatred of you and make you a preferred target.

UNDR09 Third Clue to Finding Rutherford Urmbrusk

Enda Yate has provided you with the third clue to finding the missing noble Rutherford Urmbrusk.

If you also have (or later earn) both Story Awards UNDR02 and UNDR06, which represent the first and second clues to Rutherford's location, you can earn a special Major Quest award by completing the *Dungeon* adventure *Halaster's Haunt*.

UNDR10 Friend in the City Watch

You provided Colonel Knag with information that allowed him to close one or two "open" cases. Knag assures you that he will seek to repay your assistance by providing you with information when you are in Waterdeep.

At the DM's discretion, this benefit could range from a bonus on a Streetwise or History skill check, to an automatic success during a skill challenge, to a roleplaying benefit (such as access to an informant or an introduction to a higher-ranking officer of the Watch). This benefit is not voided when used.

If you also have Story Award UNDR01 **Influence with the Plumbers' and Cellarers' Guild**, then Knag is truly impressed by your sense of civic responsibility. He goes so far as to promise to speak up for you if you ever get in trouble with the City Watch (at the DM's discretion and depending on the severity of the offense, this could result in a fine against you being reduced or waived, or an unfavorable Story Award relating to the Waterdeep authorities being negated). Cross out this paragraph when used (but you do not lose the other benefits of this Story Award, nor do you lose the benefits of UNDR01).

NEW RULES

+1 Amulet of Health Level 3 Common

This golden amulet increases your defenses and resists poison.

Level: 3

Price: 680 gp

Neck Slot

Enhancement: +1 Fortitude, Reflex, and Will

Property: You gain poison resistance equal to twice the amulet's enhancement bonus.

Reference: *Player's Handbook*, page(s) 249, *Heroes of the Forgotten Kingdoms*, page(s) 351, *Dungeon Master's Kit*, page(s) 266.

Bag of Holding Level 5 Uncommon

This item appears to be a simple sack of brown canvas.

Level: 5

Price: 1,000 gp

Wondrous Item

Property: This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Reference: *Player's Handbook*, page(s) 253; *Dungeon Master's Kit*, page(s) 269.

+1 Camague Weapon Level 3 Uncommon

No amount of time spent cleaning and maintaining this weapon removes the old, ingrained bloodstains. They are evidence of its power and purpose.

Level: 3

Price: 680 gp

Weapon: Axe, heavy blade, or mace

Enhancement: +1 attack rolls and damage rolls

Critical: +1d12 damage

Property: When you roll the maximum result on at least one of this weapon's damage dice, the target takes extra damage equal to the weapon's enhancement bonus.

Reference: *Dark Sun Campaign Setting*, page(s) 125.

+1 Rod of Elemental Shielding Level 2 Uncommon

The gauges on this thick baton are festooned with elemental runes, marking it as an artificer's implement. It augments spells that protect against energy.

Level: 2

Price: 520 gp

Implement: Rod

Enhancement: +1 / +2 attack rolls and damage rolls

Critical: +1d6 / +2d6 damage

Power (Daily): Free Action. **Trigger:** You hit an enemy with an implement power using this rod. **Effect:** You and each ally adjacent to you gains resistance equal to 5 + your Constitution modifier against acid, cold, fire, or lightning (you choose one) until the end of your next turn.

Reference: *Eberron Player's Guide*, page(s) 108.

+1 Staff of Verdant Growth Level 3 Uncommon

This gnarled wooden staff grows leafy tendrils along its length when activated.

Level: 3

Price: 680 gp

Implement: Staff

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

Power (Daily): Free Action. Use this power when you would use an area power. All creatures (including flying creatures) in the area of the power are slowed until the end of your next turn.

Reference: *Dragon Magazine* 365, page(s) 58.

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

ADAP4~ 9 HALLS OF UNDERMOUNTAIN 3: SCALY DOOM

UNDR08 Angered Malar

By disrupting his plans in Undermountain, you have angered Malar. Although Malar's mark on you is not physical in nature, when you are in a confrontation with creatures who worship Malar, they recognize their god's hatred of you and make you a preferred target.

UNDR09 Third Clue to Finding Rutherford Urnbrusk

Enda Yate has provided you with the third clue to finding the missing noble Rutherford Urnbrusk.

If you also have (or later earn) both Story Awards **UNDR02** and **UNDR06**, you can earn a special Major Quest award by completing the *Dungeon* adventure *Halaster's Haunt*.

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If you also have Story Award **UNDR01**, then Knag is truly impressed by your sense of civic responsibility. He goes so far as to promise to speak up for you if you ever get in trouble with the City Watch (at the DM's discretion and depending on the severity of the offense, this could result in a fine against you being reduced or waived, or an unfavorable Story Award relating to the Waterdeep authorities being negated). Cross out this paragraph when used (but you do not lose the other benefits of this Story Award, nor do you lose the benefits of UNDR01).

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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.

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

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DUNGEONS & DRAGONS

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