

THAT WHICH NEVER SLEEPS

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

BY DANIEL MARTHALER

ADAPTATION BY PIERRE VAN ROODEN

The citizens of Neverwinter are killing each other, and only you can end the insanity. A *Living Forgotten Realms* adapted adventure set in Neverwinter for characters levels 1-7. This adventure is found in Issue 195 of *Dungeon* online, part of D&D Insider. *Dungeon* issues may be found on the Wizards of the Coast website (<http://wizards.com/dnd>).

The stat blocks in the published adventure support characters of levels 3-5 (AL 4) and this adaptation document presents adjusted stat blocks for AL 2. Therefore, the adventure can be played at either AL 2 or AL 4; any legal table of characters levels 1-7 can play. 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

The adventure supports the entire Heroic tier of play. The adventure is intended for levels 1-7 of Heroic tier. Any Heroic-tier character within this level band can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

This adventure can only be run at AL 2 and AL 4. The stat blocks in the published adventure are used when playing AL 4. The stat blocks in this adaptation document should be used when playing AL 2.

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 for AL 4 are as noted in the published adventure (most are Moderate DCs, with a few Hard DCs). If you are playing at AL 2, decrease all the DCs listed in the adventure by 1.

When you need to improvise a DC during the adventure, use the following table.

Adventure Level	Easy DC	Moderate DC	Hard DC
2	9	13	20
4	10	14	21

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon Magazine* (Issue 195) to use this adaptation. 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).

This adventure provides statistics blocks to be used when this adventure is run at AL 2. Also, in some encounters the number of monsters at AL 2 has been changed to provide a more appropriate challenge for lower-level PCs. As always, you should also adjust the combat encounters for the number of PCs at the table, regardless of the Adventure Level being played.

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

The LFR-specific rewards listed in this document (especially the Treasure section in each encounter and the Reward Summary at the end) completely replace the rewards listed in the published adventure.

DM'S INTRODUCTION

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

The adventure is set in Neverwinter. More information on the city can be found in the *Neverwinter Campaign Setting* sourcebook.

Some PCs may have played in *Dungeons & Dragons Encounters Season 6: Lost Crown of Neverwinter* (subsequently referred to as *Lost Crown of Neverwinter*). The adventure lists some options for these PCs.

ADVENTURE HOOKS

In addition to the possible hooks given in the adventure, you can use the following options if the PCs have not played *Lost Crown of Neverwinter*.

Alternate Hook: The alternate hook uses Lady Jasmine, an eladrin priestess of Selûne as a replacement for Telliann. She appears in ADAP3-2 *Shards of Selûne*, and may appear in future LFR adventures. This hook is especially appropriate for PCs that played ADAP3-2 *Shards of Selûne*, SPEC3-3 *Dance of the Sun and Moon* or another adventure that features the Sisters of Selûne. In

ADAP3-3 *That Which Never Sleeps*

this case, Lady Jasmine already knows the PCs or the PCs were recommended by sister Midnight. Lady Jasmine invites the PCs for a talk in The Lord's Head, a tavern near the market in the Protector's Enclave.

The PCs experience Event 1 of the adventure before they find lady Jasmine (similar to Telliann).

EVENT 1: MURDER IN THE MARKET

Start the Encounter as described. Use the following if you decide to use Lady Jasmine instead of (or in addition to) Telliann as the PCs' contact:

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 she has tried to adapt to the local customs, but occasionally slips up. For instance, she may occasionally refer to Selûne as 'Sehanine Moonbow' - the name the elves use for her in their traditional rites.

When the PCs meet her, the lady expresses concerns about the recent murders and wishes to discuss it with the PCs. Normally she would leave such matters to the authorities, but she claims that Sehanine Moonbow desires her to be more proactive in this matter (she is not entirely truthful - see Event 2 for more information).

Lady Jasmine can share any information Telliann has, except any information on the Lost Heir, since she was not in town during those events.

TREASURE

Either Telliann or Jamsine can offer the PCs 175/300 gp each, and a magic item of their choice (see Aftermath). Lady Jasmine has a few sponsors that have provided her with the means to investigate this case.

Note: You can decide to use both Telliann and Lady Jasmine as options, so individual PCs have a choice of sponsors. Regardless of what they do, however, each PC can only claim a reward once (even if they report their successes to both Lady Jasmine and Telliann).

EVENT 2: HITTING THE STREETS

ENCOUNTER LEVEL 3/5

Run this encounter as described; if you are playing AL 2, remember to adjust the skill check DCs.

If you are using Lady Jasmine, then she has herself experienced the nightmares (see General Clues on page 5 of the adventure). If the PCs have Story Award ADAP14 *Selûne's Sanctuary* from ADAP3-2 *Shards of*

Selûne, Jasmine reveals the details of her nightmares reluctantly but voluntarily (earning the PCs one automatic success). Otherwise, a Moderate DC Insight check (which does not count as a success or failure toward the skill challenge) reveals that she is uncomfortable and possibly untruthful about why she is hiring the PCs. This allows the PCs to try a Moderate Diplomacy check (which does count as a success or failure toward the skill challenge) to reveal the information.

If successful, Lady Jasmine explains, with some embarrassment, that she has experienced nightmares about one of the murders (Danas Winterpole) prior to them happening. She knows they are not visions of her goddess, but they are quite vivid and she considers them ominous.

If the PCs fail, she eventually still shares the information that she has had nightmares, but does not mention that the nightmares were prior to the actual murder, leaving the PCs to deduce that on their own.

EVENT 3: INVESTIGATION INTERRUPTED

ENCOUNTER LEVEL 3/5

CREATURES

This encounter includes these creatures at AL 2:

- 2 town guards** (G)
- 3 market green grifters** (M)
- 10 human goons** (H)

This encounter includes these creatures at AL 4:

- 3 town guards** (G)
- 3 market green grifters** (M)
- 10 human goons** (H)

SCALING THE ENCOUNTER

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

- Four PCs:** Remove one town guard.
- Six PCs:** Add one town guard.

SETUP

Run this encounter as described.

Dealing with the guards: Once the fight is over, the Mintarn enforcers arrive on the scene, led by General Sabine. They assume a riot took place and are glad to find things under control. They briefly question

those on the scene, but scoff at stories about people being dominated.

None of the PCs are arrested, as the guards learn that the adventurers were attacked unprovoked. If the PCs killed any citizens, they are berated, but the cold hearted enforcers hardly care if someone died “due to his own stupidity.” General Sabine has no desire to pursue the matter further. She orders the PCs rewarded and the crowd dispersed.

Optionally, you can use the aftermath of this event to introduce Telliann if you have not done so already. This makes the PCs aware that Lord Neverember does have the situation under investigation.

TREASURE

The PCs earn a modest reward of 35/50 gp for dealing with the riot. PCs who loot the goons or grifters can find a similar amount but in this case they do not receive a reward from the guards.

EVENT 4: HITTING THE STREETS, AGAIN

Run this encounter as described; if you are playing AL 2, remember to adjust the skill check DCs.

PCs who have Story Award **SPEC47 The Awakening** from *SPEC3-3 Dance of the Sun and Moon* gain a +2 bonus on Arcana and Insight checks in this encounter, as they have some experience fighting abolethic abominations.

EVENT 5: WAILING MADNESS

CREATURES

This encounter includes these creatures at AL 2:

- 2 nothic mindwarps** (N)
- 3 plaguechanged wretches** (P)
- 6 human goons** (H)

This encounter includes these creatures at AL 4:

- 2 nothic mindwarps** (N)
- 3 plaguechanged wretches** (P)
- 7 human goons** (H)

SCALING THE ENCOUNTER

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

- Four PCs:** Remove a plaguechanged wretch and 2 human goons.
- Six PCs:** Add a nothic mindwarp.

SETUP

You can use Lady Jasmine instead of Telliann in this scene. Jasmine's reaction to the events is the same as described in the adventure for Telliann.

PCs who have Story Award **CORE09 Aboleth Taint** from *CORE1-4 Crystal Clear* or **SPEC50 In the Clutches of the Sovereignty** from *SPEC3-3 Dance of the Sun and Moon* are more susceptible to aboleth-created effects, and suffer a -2 penalty on saving throws against the whispering madness. **Note:** this does not stack with the effects described in SPEC50.

Besides the visions given in the adventure, you can use the following visions for any PC, particularly those that have played the indicated adventures:

- *SPEC3-3 Dance of the Sun and Moon*: A fair skinned woman with golden hair and bright blue eyes rises screaming from a slimy pool, trying to wrestle herself to the edge. When she attempts to pull herself out of the muck, tentacles wreathed in dark energy explode from the pool to grab her. With a horrific scream she is pulled back under. (PCs who know the sisters of Selûne recognize the woman as sister Sunrise)
- *ADAP3-1 The Gauntlgrym Gambit*: An eladrin woman with platinum blond hair fights like a raving madman, hacking violently at her eladrin companions, who scream in vain for her to stop. When the last of her companion is chopped to pieces, she collapses, vomiting blood (PCs who have met her recognize the woman as Mayara Dulbrandil).
- *PREQ3-1 Shrouded Visions*: An elegant woman, shadows clinging to her form, sits in a cell, rocking back and forth. Her eyes are glazed, her face pale. She mutters a single word over and over, but even as she speaks, the words slip from your mind and you forget them. At her feet lie a number of dead elven guards in splendid armor, frost covering their mutilated bodies. (PCs who have been in Myth Drannor recognize the armor as that of the Knights of Myth Drannor. The woman is Mirabeta Selkirk, but it is not likely that the PCs have ever met her.)

Extended Rests: It is possible that the PCs desire to take an extended rest before they enter the sewers. If they choose to do so, they need to make an Arcana or Insight check against the whispering madness. If they spend their extended rest in the Shard of the Moon (using Story Award **ADAP14 Selûne's Sanctuary**), they gain a +2 bonus on this check.

Dealing with the guards: General Sabine is not going to be very forgiving finding the PCs in the middle of another fight. Even if the PCs work for Telliann, they may be facing at a night in jail to "cool off." Lady Jasmine or Telliann advises the PCs to quickly be on their way (either to Event 6 or an out-of-the-way hideout), and avoid the Mintarns for a while.

If PCs insist on meeting with General Sabine, they find her unwilling to listen, and end up in the lockup for a night. This stay is rather uncomfortable and the PCs get little sleep, so it does not count as an extended rest. They still need to make the check against whispering madness. It should be clear from this brief experience that the Mintarns are not going to be any help.

EVENT 6: SCOURING THE SEWERS

Run this encounter as described; if you are playing AL 2, remember to adjust the skill check DCs.

PCs who have Story Award **SPEC47 The Awakening** from *SPEC3-3 Dance of the Sun and Moon* gain a +2 bonus on Arcana checks to track the aberrant creatures.

EVENT 7: OUTER DEFENSES

CREATURES

This encounter includes these creatures at AL 2 and AL 4:

- 1 nothic plaguegazer (N)
- 2 dragonborn soldiers (D)
- 2 orc archers (O)

SCALING THE ENCOUNTER

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

Four PCs: Remove an orc archer.

Six PCs: Add a dragonborn soldier.

TREASURE

The two *potions of healing* found here can be used for the remainder of the adventure. They can only be kept at the end of the adventure if taken as a Treasure.

The PCs also find 35/50 gp each, and one of the dragonborn soldiers carries a *dragontooth shield* (level 7).

EVENT 8: PIPE WORKS

CREATURES

This encounter includes these creatures at AL 2 and AL 4:

- 1 rust monster (R)**
- 3 town guards (G)**
- 7 orc savages (O)**

SCALING THE ENCOUNTER

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

Four PCs: Remove one town guard.

Six PCs: Add a town guard.

TREASURE

The rust monster has a wooden amulet around its neck, a *sigil of companionship* (level 6). The amulet implies that the monster had a caretaker, but who it is remains a mystery - it is certainly not one of the creatures in this encounter.

EVENT 9: DOWN THE TUBES

CREATURES

This encounter includes these creatures at AL 2:

- 3 grell stranglers (G)**
- 3 scurrying rat swarms** (not on map)

This encounter includes these creatures at AL 4:

- 4 grell stranglers (G)**
- 3 scurrying rat swarms** (not on map)

SCALING THE ENCOUNTER

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

Four PCs: remove a grell strangler.

Six PCs: add a grell strangler.

TREASURE

The PCs find 80 gp each worth of coins and salvageable goods.

EVENT 10: THE CRAWLERS' LAIR

CREATURES

This encounter includes these creatures at AL 2:

- 3 carrion crawler scuttlers (C)**
- 4 plaguechanged grunts (P)**

Note: place the extra plaguechanged grunt in the location of one of the carrion crawler scuttlers.

This encounter includes these creatures at AL 4:

- 4 carrion crawler scuttlers (C)**
- 3 plaguechanged grunts (P)**

SCALING THE ENCOUNTER

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

Four PCs: Remove a carrion crawler scuttler.

Six PCs: Add a carrion crawler scuttler.

TREASURE

The PCs find an *amulet of psychic interference +1* (level 5).

EVENT 11: NOXIOUS NOTHICS

CREATURES

This encounter includes these creatures at AL 2 and AL 4:

- 2 nothic plaguegazers (P)**
- 2 nothic mindwarps (M)**
- 2 plaguechanged grunts (G)**

SCALING THE ENCOUNTER

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

Four PCs: Remove a nothic plaguegazer.

Six PCs: Add a nothic plaguegazer.

TREASURE

The PCs find 50/85 gp each worth of salvageable goods.

EVENT 12: THE LORD OF MADNESS

CREATURES

This encounter includes these creatures at AL 2:

- 1 aboleth plaguewhisperer (A)**
- 5 plaguechanged wretches (W)**

This encounter includes these creatures at AL 4:

- 1 aboleth plaguewhisperer (A)**
- 6 plaguechanged wretches (W)**

SCALING THE ENCOUNTER

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

Four PCs: Remove 2 plaguechanged wretches.

Six PCs: Add 2 plaguechanged wretches.

SETUP

PCs who have Story Award **CORE09 Aboleth Taint** from **CORE1-4 Crystal Clear** or **SPEC50 In the Clutches of the Sovereignty** from **SPEC3-3 Dance of the Sun and Moon** suffer a -2 penalty on saving throws against effects created by the aboleth plaguewhisperer. However, they also gain a +2 bonus on attack rolls against the aboleth. **Note:** these effects do not stack with the effects described in **SPEC50**.

AFTERMATH

The PCs can report back either to Lady Jasmine or to Telliann, and receive their rewards from one of them (not both).

If the PCs defeated the aboleth plaguewhisperer, they receive Story Award **ADAP18 Death to Madness**.

Each character that has been affected by whispering madness during the adventure receives Story Award **ADAP19 Whispering Echoes**.

TREASURE

The PCs earn 175/300 gp each from their patron (either Lady Jasmine or Telliann). They also may choose a *belt of endurance* (level 6) at either AL 2 or AL 4, and at AL 4 only they may choose a *centering cincture* (level 8). The *dragontooth shield* and *sigil of companionship* found earlier are also available. Finally, a PC may instead choose any Uncommon armor, implement, or weapon of the character's level + 2 or less. (This is higher-level than the usual generic "choose an item" Treasure, but the item types are more limited.)

Note that since this is the equivalent of a three-round adventure, each PC gets to make two Treasure selections. However, each character can only choose the named Treasures (A through F) one time apiece, and each of these Treasures requires its own found-item slot; for example, a character may choose both Treasure A and Treasure B, or any other combination of two different Treasures, but may not choose one of them (such as Treasure F) twice.

Treasures X, Y, and Z may be chosen twice individually or in any combination with the other Treasures (for example, a character may choose Treasure Z twice; it would also be fine for a character to choose both Treasure F and Treasure X, as long as he or she has two available found-item slots).

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: 1385 XP

Catch the killer: +150 XP

Harm not the innocent: +125 XP

Aid the families: +25 XP

Maximum Possible XP: 1685 XP

Base Gold per PC: 295 gp

(Event 3: 35 gp, Event 7: 35gp, Event 11: 50 gp, Aftermath: 175 gp)

ADVENTURE LEVEL 4

Minimum Possible XP: 1925 XP

Catch the killer: +200 XP

Harm not the innocent: +175 XP

Aid the families: +35 XP

Maximum Possible XP: 2335 XP

Base Gold per PC: 485 gp

(Event 3: 50 gp, Event 7: 50 gp, Event 11: 85 gp, Aftermath: 300 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 AL listed for that item. However, those who played at a higher AL can always choose from the lower-level options.

EACH PC SELECTS TWO OF THE FOLLOWING:

Treasures A through F may only be taken once by each PC. Treasures X, Y, and Z may be taken twice.

AL 2 and above:

Treasure A: *dragontooth shield** (level 7, Dragon Magazine 385)

Found in Event 7

Treasure B: *sigil of companionship** (level 6, Adventurer’s Vault)

Found in Event 8

Treasure C: *amulet of psychic interference +1 ** (level 5, Dark Sun Campaign Setting)

Found in Event 10

Treasure D: *belt of endurance** (level 6; *Adventurer's Vault*)
Found in Aftermath

AL 4 only:

Treasure E: *centering cincture** (level 8; *Adventurer's Vault*)
Found in Aftermath

All ALs:

Treasure F (Choose an Armor, Implement, or Weapon): The character is awarded an Uncommon armor, implement, or weapon of the player's choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose an Uncommon magic armor, implement, or weapon of the character's level + 2 or less. The character must have an available found-item slot.

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 *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 2: *potion of healing* (level 5) gp

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 2: 50 gp

AL 4: 75 gp

If the PCs defeated the aboleth, they all earn ADAP18.

ADAP18 Death to Madness

You have defeated a great evil, but in doing so attracted the attention of eldritch powers, both in Neverwinter and far beyond.

Each character that was affected by whispering madness at any point during the adventure receives ADAP19.

ADAP19 Whispering Echoes

While you have recovered from the madness that came upon you in the sewers of Neverwinter, you are not fully free of its influence. Your rest is occasionally haunted by strange prophetic visions. At the end of any extended rest, you may choose to make a d20 roll (this is completely optional, but if you make the roll, you must accept the outcome). If you took your extended rest in the Shard of the Moon in Neverwinter, you gain a +2 bonus on this d20 roll.

9 or below: Fragments of last night's visions dance in your mind all day long, making it harder for you to concentrate. You are easily distracted, and grant combat advantage whenever you are adjacent to two or more enemies even if they are not flanking you.

10-15: If you rolled an even number, the visions portended good luck for you. The first time you roll a natural 1 on an attack roll before your next extended rest, it is instead counted as if you had rolled a 20. If you rolled an odd number, the visions portended misfortune for you today. The first time you roll a natural 20 on an attack roll before your next extended rest, it is instead counted as if you had rolled a 1.

16-20: The visions you saw last night revealed a moment when you would be at risk today. When that time comes, you are ready. One time before your next extended rest, as a free action, you may trigger this effect. Until the start of your next turn, you do not grant combat advantage for any reason and you gain a +2 bonus to your speed.

All benefits and drawbacks of the result you rolled end when you take your next extended rest even if they were not triggered.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible for a character to earn both of the listed Story Awards in this adventure. Pass out certificates to the players for their Story Awards.

ENCOUNTER 3: INVESTIGATION INTERRUPTED (ADVENTURE LEVEL 2)

10 Human Goons (H)	Level 1 Minion Soldier
Medium natural humanoid, human	XP 25 each
HP 1; a missed attack never damages a minion	Initiative +2
AC 14, Fortitude 12, Reflex 10, Will 10	Perception +1
Speed 6	
TRAITS	
Mob Rule	
While at least two other human goons are within 5 squares of the goon, it gains a +2 power bonus to all defenses.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
Str 14 (+2)	Dex 11 (+0) Wis 12 (+2)
Con 12 (+1)	Int 9 (-1) Cha 13 (+2)
Alignment unaligned	Languages Common
Equipment club	

2 Town Guards (T)	Level 1 Soldier
Medium natural humanoid, human	XP 100 each
HP 31; Bloodied 15	Initiative +4
AC 17, Fortitude 14, Reflex 13, Will 12	Perception +5
Speed 4	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 1d10 + 3 damage and the town guard marks the target until the end of the town guard's next turn.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage.	
M Powerful Strike (weapon) • Recharge 5 6	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 2d10 + 3 damage, and the target falls prone.	
TRIGGERED ACTIONS	
M Interceding Strike (weapon) • At-Will	
Trigger: An enemy marked by the town guard makes an attack that doesn't include it as a target.	
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +6 vs. AC	
Hit: 1d10 + 3 damage.	
Skills Streetwise +6	
Str 16 (+3)	Dex 14 (+2) Wis 11 (+0)
Con 15 (+2)	Int 10 (+0) Cha 12 (+1)
Alignment unaligned	Languages Common
Equipment chain mail, halberd, crossbow, 20 bolts	

3 Market Green Grafters (M)	Level 1 Lurker
Medium natural humanoid, half-elf	XP 100 each
HP 22; Bloodied 11	Initiative +6
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +0
Speed 6	
TRAITS	
River Rat Tactics	
The grifter has combat advantage against any enemy that is adjacent to at least one of the grifter's allies.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 4 damage.	
Play Dead (charm) • Recharge when the grifter uses <i>back from the dead</i>	
Requirement: The grafter must have taken damage during the Encounter.	
Effect: The grifter falls prone. Until the start of its next turn, it gains a +5 power bonus to all defenses against close attacks and area attacks, and enemies think it is dead. An enemy cannot make a melee attack or a ranged attack against the grifter unless that enemy succeeds on a DC 20 Insight check as a minor action.	
M Back from the Dead • Recharge when the grafter uses <i>play dead</i>	
Requirement: The grafter must be prone.	
Effect: The grifter stands up, shifts up to 3 squares, and uses <i>short sword</i> three times against one enemy. Each of these attacks deals half damage on a miss.	
TRIGGERED ACTIONS	
The Jig is Up • Encounter	
Trigger: The grifter drops to 0 hit points.	
Effect (Immediate Interrupt): The grifter instead has 1 hit point. If the grifter is prone, it stands up. In addition, the grifter can shift up to 3 squares.	
Skills Bluff +8, Diplomacy +8, Insight +5, Stealth +7, Streetwise +8	
Str 12 (+1)	Dex 14 (+2) Wis 10 (+0)
Con 10 (+1)	Int 13 (+1) Cha 17 (+3)
Alignment unaligned	Languages Common
Equipment leather armor, short sword	

ENCOUNTER 5: HOWLING MADNESS (ADVENTURE LEVEL 2)

2 Nothic Mindwarps (N)	Level 1 Lurker
Medium aberrant humanoid	XP 100 each
HP 30; Bloodied 15	Initiative +7
AC 15, Fortitude 14, Reflex 13, Will 12	Perception +1
Speed 6	Darkvision, truesight 10
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d6 + 2 damage.	
R Warping Gaze (illusion, psychic) • Recharge when an enemy saves against this power	
Attack: Ranged 5 (one enemy); +4 vs. Will	
Hit: 2d6 + 2 psychic damage, and the target grants combat advantage (save ends). Until the target saves against this effect, the nothic is invisible to every enemy but the target, and its claw deals 1d6 extra damage to the target.	
Miss: The nothic has partial concealment until the end of its next turn.	
C Forbidding Glare (fear, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +6 vs. Will	
Hit: 1d8 + 2 psychic damage, and the nothic pushes the target up to 2 squares.	
Miss: Half damage, and the nothic can push the target 1 square.	
Skills Stealth +8	
Str 16 (+3)	Dex 16 (+3) Wis 12 (+1)
Con 18 (+4)	Int 8 (-1) Cha 9 (-1)
Alignment unaligned	Languages Deep Speech

3 Plaguechanged Wretches (P)	Level 1 Controller
Medium natural humanoid, human	XP 100 each
HP 29; Bloodied 14	Initiative +3
AC 15, Fortitude 11, Reflex 13, Will 11	Perception +0
Speed 6	
STANDARD ACTIONS	
m Coldfire Claw (cold, fire) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 4 fire and cold damage, and the target is slowed (save ends).	
TRIGGERED ACTIONS	
m Blue fire burst (fire, force) • Encounter	
Trigger: The wretch becomes bloodied.	
Attack (Free Action): Close burst 2 (creatures in the burst); +4 vs. Reflex	
Hit: 2d8 + 1 fire and force damage, and the wretch pushes the target up to 2 squares.	
Miss: Half damage.	
Str 12 (+1)	Dex 17 (+3) Wis 11 (+0)
Con 13 (+1)	Int 6 (-2) Cha 10 (+0)
Alignment unaligned	Languages -

6 Human Goons (H)	Level 1 Minion Soldier
Medium natural humanoid, human	XP 25 each
HP 1; a missed attack never damages a minion	Initiative +2
AC 14, Fortitude 12, Reflex 10, Will 10	Perception +1
Speed 6	
TRAITS	
Mob Rule	
While at least two other human goons are within 5 squares of the goon, it gains a +2 power bonus to all defenses.	
STANDARD ACTIONS	
m Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage.	
Str 14 (+2)	Dex 11 (+0) Wis 12 (+2)
Con 12 (+1)	Int 9 (-1) Cha 13 (+2)
Alignment unaligned	Languages Common
Equipment club	

ENCOUNTER 7: OUTER DEFENSES (ADVENTURE LEVEL 2)

Nothic Plaguegazer (N)	Level 4 Artillery
Medium aberrant humanoid	XP 175
HP 48; Bloodied 24	Initiative +6
AC 19, Fortitude 18, Reflex 16, Will 15	Perception +4
Speed 6	Darkvision, truesight 10
TRAITS	
Oozing Plague (poison)	
Any creature that ends its turn adjacent to the nothic takes ongoing 5 poison damage (save ends).	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d6 + 7 damage.	
r Sickening Gaze (necrotic, poison) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Fortitude	
Hit: 1d6 + 2 necrotic damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed.	
A Spread the Infection (necrotic, poison) • Recharge when first bloodied	
Attack: Area burst 1 centered on a creature taking ongoing poison damage within 10 (creatures in the burst); +11 vs. Fortitude	
Hit: 1d6 + 3 necrotic damage, and ongoing 10 poison damage (save ends).	
Miss: Half damage, and ongoing 5 poison damage (save ends).	
Skills Stealth +11	
Str 15 (+4)	Dex 18 (+6)
Con 18 (+6)	Int 10 (+2)
	Wis 14 (+4)
	Cha 9 (+1)
Alignment unaligned	Languages Deep Speech

2 Dragonborn Soldiers (D)	Level 3 Soldier
Medium natural humanoid	XP 150
HP 47; Bloodied 23	Initiative +5
AC 20, Fortitude 17, Reflex 15, Will 14	Perception +2
Speed 5	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC, or +10 vs. AC while the dragonborn is bloodied	
Hit: 1d8 + 8 damage.	
MINOR ACTIONS	
C Dragonbreath (cold) • encounter	
Attack: Close blast 3 (creatures in blast); +7 vs. Reflex	
Hit: 1d6 + 3 cold damage.	
TRIGGERED ACTIONS	
M Impetuous Spirit (weapon) • At-Will	
Trigger: An enemy leaves a square adjacent to the dragonborn.	
Effect (Immediate Interrupt): The dragonborn uses <i>longsword</i> against the triggering enemy.	
M Martial Recovery • Recharge when the dragonborn uses <i>Impetuous Spirit</i>	
Trigger: The dragonborn misses an enemy with <i>longsword</i> .	
Effect (Immediate Interrupt): The dragonborn uses <i>longsword</i> against the triggering enemy again.	
Str 16 (+4)	Dex 15 (+3)
Con 15 (+3)	Int 11 (+1)
	Wis 12 (+3)
	Cha 9 (+0)
Alignment unaligned	Languages Common, Draconic
Equipment scale armor, light shield, longsword	

2 Orc Archers (A)	Level 2 Artillery
Medium natural humanoid	XP 125
HP 30; Bloodied 15	Initiative +5
AC 15, Fortitude 15, Reflex 17, Will 13	Perception +1
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 5 damage.	
R Longbow (weapon) • At-Will	
Attack: Ranged 30 (one creature); +10 vs. AC	
Hit: 1d10 + 5 damage, and the orc can push the target 1 square.	
A Clustered Volley (weapon) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst); +8 vs. AC	
Hit: 1d10 + 5 damage.	
TRIGGERED ACTIONS	
Savage Demise • At-Will	
Trigger: The orc drops to 0 hit points	
Effect (Free Action): The orc takes a standard action.	
Str 15 (+3)	Dex 18 (+5)
Con 12 (+2)	Int 8 (-1)
	Wis 10 (+1)
	Cha 9 (+0)
Alignment chaotic evil	Languages Common, Giant
Equipment leather armor, handaxe, longbow, 30 arrows	

ENCOUNTER 8: PIPE WORKS (ADVENTURE LEVEL 2)

Rust Monster (R)	Level 4 Skirmisher
Medium natural beast	XP 175
HP 50; Bloodied 25	Initiative +9
AC 19, Fortitude 15, Reflex 20, Will 16	Perception +4
Speed 8	Low-light vision
TRAITS	
Rusting Defense	
Whenever an attack using a metal weapon hits the rust monster, the weapon used in the attack is rusting until the end of the encounter. While the weapon is rusting, attacks with the weapon take a -1 penalty to attack rolls. If the weapon used to attack the rust monster is already rusting, the penalty to attack rolls worsens by 1 (to a maximum penalty of -5).	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d8 + 5 damage. If the target is wearing heavy armor, the armor is rusting until the end of the encounter. While the armor is rusting, the target takes a -1 penalty to AC. If the target is wearing armor that is already rusting, increase the penalty to AC by 1 (to a maximum penalty of -5).	
Effect: The rust monster shifts 1 square.	
M Devour Metal • Recharge if the power misses	
Attack: Melee 1 (one creature wearing or wielding a rusting item); +8 vs. Ref	
Hit: The rusting item is destroyed. If the item was magical, residuum worth the item's market value can be retrieved from the rust monster after the creature is slain.	
Str 8 (+1)	Dex 20 (+7) Wis 15 (+4)
Con 10 (+2)	Int 2 (-2) Cha 12 (+4)
Alignment unaligned	Languages -

Red Pipe	Single-Use Terrain
AC Close Blast 3 (creatures in the blast); +6 vs. Fortitude	
Hit 1d8 +3 poison damage, and the target is blinded (save ends).	

3 Town Guards (T)	Level 1 Soldier
Medium natural humanoid, human	XP 100 each
HP 31; Bloodied 15	Initiative +4
AC 17, Fortitude 14, Reflex 13, Will 12	Perception +5
Speed 4	
STANDARD ACTIONS	
m Halberd (weapon) • At-Will	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 1d10 + 3 damage and the town guard marks the target until the end of the town guard's next turn.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage.	
M Powerful Strike (weapon) • Recharge 5 6	
Attack: Melee 2 (one creature); +6 vs. AC	
Hit: 2d10 + 3 damage, and the target falls prone.	
TRIGGERED ACTIONS	
M Interceding Strike (weapon) • At-Will	
Trigger: An enemy marked by the town guard makes an attack that doesn't include it as a target.	
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +6 vs. AC	
Hit: 1d10 +3 damage.	
Skills Streetwise +6	
Str 16 (+3)	Dex 14 (+2) Wis 11 (+0)
Con 15(+2)	Int 10 (+0) Cha 12 (+1)
Alignment unaligned	Languages Common
Equipment chain mail, halberd, crossbow, 20 bolts	

7 Orc Savages	Level 2 Minion Brute
Medium natural humanoid	XP 31 each
HP 1; a missed attack never damages a minion	Initiative +2
AC 15, Fortitude 15, Reflex 13, Will 11	Perception +0
Speed 6	Low-light vision
STANDARD ACTIONS	
m Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 7 damage, or 11 with a charge attack.	
r Handaxe (weapon) • At-Will	
Attack: Ranged 5 (one creature); +8 vs. AC	
Hit: 5 damage.	
TRIGGERED ACTIONS	
Savage Demise • At-Will	
Trigger: The orc drops to 0 hit points	
Effect (Free Action): The orc takes a standard action.	
Str 16 (+4)	Dex 13 (+3) Wis 9 (+0)
Con 13 (+3)	Int 8 (+0) Cha 8 (+0)
Alignment chaotic evil	Languages Common, Giant
Equipment hide armor, 4 handaxes	

ENCOUNTER 9: DOWN THE TUBES (ADVENTURE LEVEL 2)

2 Scurrying Rat Swarms	Level 1 Skirmisher
Medium natural beast (swarm)	XP 100 each
HP 27; Bloodied 13	Initiative +5
AC 15, Fortitude 13, Reflex 15, Will 11	Perception +4
Speed 6, climb 2	Low-light vision
Resist half damage from melee and ranged attacks	
Vulnerable 5 to close and area attacks	
TRAITS	
O Swarm of Attack • Aura 1	
Any enemy that ends its turn in the aura takes 4 damage, and the swarm can slide it 1 square as a free action.	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises..	
STANDARD ACTIONS	
m Swarm of Teeth • At-Will	
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC	
<i>Hit:</i> 1d10 + 3 damage, or 1d10 + 8 if the swarm moved at least 2 squares during this turn.	
<i>Effect:</i> The swarm can shift 1 square.	
Str 12 (+1)	Dex 16 (+3) Wis 9 (-1)
Con 11 (+0)	Int 1 (-5) Cha 7 (-2)
Alignment unaligned Languages -	

4 Grell Stranglers (G)	Level 2 Skirmisher
Medium aberrant magical beast (blind)	XP 125 each
HP 39; Bloodied 19	Initiative +6
AC 16, Fortitude 15, Reflex 14, Will 12	Perception +7
Speed 1 (clumsy), fly 6 (hover)	Blindsight 12
TRAITS	
Combat Advantage	
The grell deals 1d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Temtacle Lash (poison) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +7 vs. AC	
<i>Hit:</i> 1d6 + 5 damage, and the target grants combat advantage until the end of the grell's next turn.	
M Grasping Rentacles • Recharge when the grell has no creature grabbed	
<i>Effect:</i> The grell can shift one square before the attack.	
<i>Attack:</i> Melee 2 (one creature); +7 vs. Fortitude	
<i>Hit:</i> 1d6 + 2 damage, and the target is grabbed (escape DC 16). The grell can shift 1 square and then pull the target up to 2 squares. Until the grab ends, the target takes ongoing 5 damage and cannot make opportunity attacks.	
MOVE ACTIONS	
Hal Away • At-Will	
<i>Requirement:</i> The grell must have a Medium or smaller creature grabbed.	
<i>Effect:</i> The grell shifts up to half its speed, pulling the grabbed creature to a square adjacent to it.	
Skills Stealth +9	
Str 18 (+5)	Dex 17 (+4) Wis 12 (+2)
Con 15 (+3)	Int 11 (+1) Cha 8 (+0)
Alignment evil Languages Deep Speech	

ENCOUNTER 10: THE CRAWLERS LAIR (ADVENTURE LEVEL 2)

3 Carrion Crawler Scuttlers (C)	Level 3 Skirmisher
Medium aberrant beast	XP 150 each
HP 47; Bloodied 23	Initiative +4
AC 17, Fortitude 16, Reflex 14, Will 15	Perception +2
Speed 8, climb 8 (spider climb)	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d8 + 2 damage, or 3d8 + 2 damage against a stunned target.	
M Tentacles • At-Will	
<i>Attack:</i> Melee 2 (one creature); +6 vs. Fortitude, or +8 vs. Fortitude against a prone target	
<i>Hit:</i> The target is stunned (save ends). The carrion crawler shifts up to its speed, pulling the target with it.	
MOVE ACTIONS	
M Unsettling Scuttle • At-Will	
<i>Effect:</i> The carrion crawler shifts up to its speed. It can move through enemy spaces and climb during the shift. Each time the carrion crawler enters an enemy space for the first time during this movement, it makes the following attack against that enemy.	
<i>Attack:</i> Melee 0; +6 vs. Reflex	
<i>Hit:</i> The target falls prone.	
Str 18 (+5)	Dex 13 (+2)
Con 15 (+3)	Int 2 (-3)
Wis 12 (+2)	Cha 14 (+3)
Alignment unaligned	Languages -

4 Plaguechanged Grunts (P)	Level 1 Brute
Medium natural humanoid, human	XP 100 each
HP 33; Bloodied 16	Initiative -1
AC 13, Fortitude 14, Reflex 11, Will 11	Perception -1
Speed 6	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +6 vs. AC	
<i>Hit:</i> 1d12 + 5 damage, or 1d12 + 11 against a grabbed target.	
M Burning Grasp (fire) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +4 vs. Reflex	
<i>Hit:</i> 9 fire damage, and the grunt grabs the target (escape DC 11) if it does not have a creature grabbed.	
TRIGGERED ACTIONS	
Plaguechanged Resilience • At-Will	
<i>Trigger:</i> The grunt is reduced to 0 hit points, but not by a critical hit.	
<i>Effect (No Action):</i> Roll a d20. On a 15 or higher, each creature adjacent to the grunt takes 5 fire damage, and the grunt is instead reduced to 1 hit point.	
Str 16 (+3)	Dex 8 (-1)
Con 13 (+1)	Int 6 (-2)
Wis 8 (-1)	Cha 10 (+0)
Alignment unaligned	Languages -

ENCOUNTER 11: NOXIOUS NOTHICS (ADVENTURE LEVEL 2)

2 Nothic Mindwarps (M)	Level 1 Lurker
Medium aberrant humanoid	XP 100 each
HP 30; Bloodied 15	Initiative +7
AC 15, Fortitude 14, Reflex 13, Will 12	Perception +1
Speed 6	Darkvision, truesight 10
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d6 + 2 damage.	
R Warping Gaze (illusion, psychic) • Recharge when an enemy saves against this power	
Attack: Ranged 5 (one enemy); +4 vs. Will	
Hit: 2d6 + 2 psychic damage, and the target grants combat advantage (save ends). Until the target saves against this effect, the nothic is invisible to every enemy but the target, and its claw deals 1d6 extra damage to the target.	
Miss: The nothic has partial concealment until the end of its next turn.	
C Forbidding Glare (fear, psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +6 vs. Will	
Hit: 1d8 + 2 psychic damage, and the nothic pushes the target up to 2 squares.	
Miss: Half damage, and the nothic can push the target 1 square.	
Skills Stealth +8	
Str 16 (+3)	Dex 16 (+3) Wis 12 (+1)
Con 18 (+4)	Int 8 (-1) Cha 9 (-1)
Alignment unaligned	Languages Deep Speech

2 Nothic Plaguegazers (P)	Level 4 Artillery
Medium aberrant humanoid	XP 175
HP 48; Bloodied 24	Initiative +6
AC 19, Fortitude 18, Reflex 16, Will 15	Perception +4
Speed 6	Darkvision, truesight 10
TRAITS	
Oozing Plague (poison)	
Any creature that ends its turn adjacent to the nothic takes ongoing 5 poison damage (save ends).	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d6 + 7 damage.	
r Sickening Gaze (necrotic, poison) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Fortitude	
Hit: 1d6 + 2 necrotic damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed.	
A Spread the Infection (necrotic, poison) • Recharge when first bloodied	
Attack: Area burst 1 centered on a creature taking ongoing poison damage within 10 (creatures in the burst); +11 vs. Fortitude	
Hit: 1d6 + 3 necrotic damage, and ongoing 10 poison damage (save ends).	
Miss: Half damage, and ongoing 5 poison damage (save ends).	
Skills Stealth +11	
Str 15 (+4)	Dex 18 (+6) Wis 14 (+4)
Con 18 (+6)	Int 10 (+2) Cha 9 (+1)
Alignment unaligned	Languages Deep Speech

3 Plaguechanged Grunts (G)	Level 1 Brute
Medium natural humanoid, human	XP 100 each
HP 33; Bloodied 16	Initiative -1
AC 13, Fortitude 14, Reflex 11, Will 11	Perception -1
Speed 6	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d12 + 5 damage, or 1d12 + 11 against a grabbed target.	
M Burning Grasp (fire) • At-Will	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: 9 fire damage, and the grunt grabs the target (escape DC 11) if it does not have a creature grabbed.	
TRIGGERED ACTIONS	
Plaguechanged Resilience • At-Will	
Trigger: The grunt is reduced to 0 hit points, but not by a critical hit	
Effect (No Action): Roll a d20. On a 15 or higher, each creature adjacent to the grunt takes 5 fire damage, and the grunt is instead reduced to 1 hit point.	
Str 16 (+3)	Dex 8 (-1) Wis 8 (-1)
Con 13 (+1)	Int 6 (-2) Cha 10 (+0)
Alignment unaligned	Languages -

ENCOUNTER 12: THE LORD OF MADNESS (ADVENTURE LEVEL 2)

Aboleth Plaguewhisperer (A)	Level 5 Elite Controller
Large aberrant magical beast (aquatic)	XP 400
HP 134; Bloodied 67	Initiative +3
AC 19, Fortitude 18, Reflex 17, Will 18	Perception +3
Speed 5, fly 7, swim 10	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Whispers of Insanity (psychic) • Aura 5	
The aura is difficult terrain for enemies. An enemy that ends its turn in the aura must make a basic attack against its nearest ally as a free action or take 5 psychic damage.	
Feats of Flame	
Whenever the aboleth takes fire damage, it gains a +4 power bonus to damage rolls until the end of its next turn.	
STANDARD ACTIONS	
m Flailing Tentacle • At-Will	
Attack: Melee 2 (one creature); +10 vs. AC	
Hit: 3d6 + 3 damage.	
Effect: The aboleth can slide the target 1 square.	
M Double Attack • At-Will	
Effect: The aboleth uses <i>flailing tentacle</i> twice.	
R Mental Barrage (psychic) • At-Will	
Attack: Ranged 10 (one or two creatures); +8 vs. Will	
Hit: 2d6 psychic damage, and the target is dazed until the end of its next turn.	
C Blue Fire Cascade (fire) • Recharge when first bloodied	
Attack: Close burst 1 (creatures in the burst); +8 vs. Reflex	
Hit: 3d6 + 5 fire damage.	
Effect: Any creature that makes an attack against the aboleth before the end of the aboleth's next turn takes 5 fire damage.	
MINOR ACTIONS	
R Ensnare Mind (charm) • Recharge when no creature is dominated by this power	
Attack: Ranged 10 (one dazed creature); +8 vs. Will	
Hit: The target is dominated (save ends).	
Skills Arcana +10, Dungeoneering +8	
Str 17 (+5)	Dex 12 (+3) Wis 12 (+3)
Con 19 (+6)	Int 17 (+5) Cha 18 (+6)
Alignment evil Languages Deep Speech, telepathy 10	

5 Plaguechanged Wretches (W)	Level 1 Controller
Medium natural humanoid, human	XP 100 each
HP 29; Bloodied 14	Initiative +3
AC 15, Fortitude 11, Reflex 13, Will 11	Perception +0
Speed 6	
STANDARD ACTIONS	
m Coldfire Claw (cold, fire) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 4 fire and cold damage, and the target is slowed (save ends).	
TRIGGERED ACTIONS	
M Blue fire burst (fire, force) • Encounter	
Trigger: The wretch becomes bloodied	
Attack(Immediate Reaction): Close burst 2 (creatures in the burst); +4 vs. Reflex	
Hit: 2d8 + 1 fire and force damage, and the wretch pushes the target up to 2 squares.	
Miss: Half damage.	
Str 12 (+1)	Dex 17 (+3) Wis 11 (+0)
Con 13 (+1)	Int 6 (-2) Cha 10 (+0)
Alignment unaligned Languages -	

NEW RULES

Amulet of Psychic Interference +1 Level 5 Uncommon **Neck Slot**

Enhancement: +2 Fortitude, Reflex, and Will

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

Power (Psychic, Daily): Immediate Reaction.

Trigger: An enemy you can see hits or misses you using a power that has the charm, fear, or psychic keyword.

Effect: The triggering enemy takes 10 psychic damage.

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

Belt of Endurance Level 6 Uncommon **Waist Slot**

Property: Gain a +2 item bonus to Endurance checks.

Power (Daily): Free Action. Use this power before you make a Endurance check. Treat that check as though you rolled a natural 20.

Source: *Adventurer's Vault*, page(s) 164

Centering Cincture Level 8 Uncommon **Companion**

Power (Daily): Immediate Interrupt.

Trigger: You are hit by an attack.

Effect: Gain a +4 power bonus to your Fortitude defense until the end of your next turn.

Source: *Adventurer's Vault*, page(s) 123.

Dragontooth Shield Level 7 Uncommon **Arms Slot** (any type of shield)

Property: This shield can be used as a one-handed melee weapon. It is considered to be in the pick weapon group. It has a +2 proficiency bonus, deals 1d6 damage, and has the high crit and off-hand properties. It grants a +2 enhancement bonus to attack rolls and damage rolls when used as a melee weapon, and it deals 2d12 extra damage on a critical hit.

Source: *Dragon Magazine* 385, page(s) 45.

Sigil of Companionship Level 6 Uncommon **Companion**

Property: When you flank an enemy with your companion, you and your companion gain a +1 item bonus to damage rolls against that enemy.

Source: *Adventurer's Vault*, page(s) 123.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
ADAP3~3 THAT WHICH NEVER SLEEPS

ADAP18 Death to Madness

You have defeated a great evil, but in doing so attracted the attention of eldritch powers, both in Neverwinter and far beyond.

ADAP19 Whispering Echoes

While you have recovered from the madness that came upon you in the sewers of Neverwinter, you are not fully free of its influence. Your rest is occasionally haunted by strange prophetic visions. At the end of any extended rest, you may choose to make a d20 roll (this is completely optional, but if you make the roll, you must accept the outcome). If you took your extended rest in the Shard of the Moon in Neverwinter, you gain a +2 bonus on this d20 roll.

9 or below: Fragments of last night's visions dance in your mind all day long, making it harder for you to concentrate. You are easily distracted, and grant combat advantage whenever you are adjacent to two or more enemies even if they are not flanking you.

10-15: If you rolled an even number, the visions portended good luck for you. The first time you roll a natural 1 on an attack roll before your next extended rest, it is instead counted as if you had rolled a 20. If you rolled an odd number, the visions portended misfortune for you today. The first time you roll a natural 20 on an attack roll before your next extended rest, it is instead counted as if you had rolled a 1.

16-20: The visions you saw last night revealed a moment when you would be at risk today. When that time comes, you are ready. One time before your next extended rest, as a free action, you may trigger this effect. Until the start of your next turn, you do not grant combat advantage for any reason and you gain a +2 bonus to your speed.

All benefits and drawbacks of the result you rolled end when you take your next extended rest even if they were not triggered.

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

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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