

ADAP4-1

# LEADER OF THE PACK

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

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Three years ago, Zelgar Lightborn's brother left the town of Silvergrail on a grand adventure and was cursed with lycanthropy. Now he's returned, along with the rest of his pack. A *Living Forgotten Realms* adapted adventure set in the Moonshae Isles for Adventure Level 6 (character levels 3-9). 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 six hours of playing time to complete this adventure.

You must have a legal copy of the published adventure to use this document. "Leader of the Pack" is found in Issue 194 of *Dungeon* online, part of D&D Insider. *Dungeon* issues may be found on the Wizards of the Coast website (<http://wizards.com/dnd>). This adaptation document does not present adjusted stat blocks for low/high tier; the DM is expected to use the stat blocks from the published adventure and adjust as needed. Any LFR-legal AL 6 table may play this adventure, but bear in mind that the stat blocks in the adventure were written for a party of level 4-6 characters. Tables at the low end of the level band might find this adventure very difficult.

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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## 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 published adventure is written for character levels 4-6, which we have translated to Adventure Level 6. If you're not sure what that means, see the *Living Forgotten Realms Campaign Guide*. AL 6 supports characters of levels 3-9. Any LFR character within this level range can go on the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

The Adventure Level affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will 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 6. However, the DM is encouraged to make adjustments as needed to ensure a fun time for the players and a challenging but not impossible adventure for the PCs.

## FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

## CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the

group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the

character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

**Other Lasting Effects:** Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

## DCs BY ADVENTURE LEVEL

The DCs for skill checks are noted in the adventure.

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

Adventure Level	Easy DC	Moderate DC	Hard DC
6	11	15	23

## ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon* online (Issue 194) to use this adaptation. The published adventure is the version used by the DM. There is no high or low tier (see Appropriate Character Levels above). At least one person at the table must have an active subscription to D&D Insider (this can be one of the players or the DM; it does not matter).

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

## ADVENTURE BACKGROUND

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

This adventure is set in the Moonshae Isles, in and near the village of Kork on the isle of Moray.

The lycanthropes Umar fell in with are members of the Black Blood Tribe that resides on the island. The Black Blood tribe regularly attack towns on Moray but until this adventure did not bother much with Kork.

PCs with the Darkwalker Kin theme from *Dragon 405: Heroes of the Moonshaes* (or Pack Outcast, a similar theme), are met with distrust in this adventure. In addition, Umar actively seeks to inflict these PCs with lycanthropy and convince them to join his pack.

## KORK (SILVERGRAIL)

For the sake of this adaptation, replace the town of Silvertrail with Kork, a trading town located on the east coast of the isle of Moray. Some more patriotic Amnian settlers may refer to the town as "Silvergrail," after a trophy cup that was donated to the town by the noble Nevelmor Selemchant, whose family funds the building of the inland road. Most NPCs simply call the town Kork.

You can use the adventure's description of Silvergrail to describe Kork, with the following modifications:

- Kork is a port town. Arrival in Kork is likely by sea, since the only inland road is only half-finished.
- Most settlers in Kork are from Amn, including Umar and Zelgar.
- Sheriff Zirka Havenstone is from Amn. Her badge of office is actually part of an old trophy brought to the isle by the Amnian Settlers. It is an old and battered cup, left behind by the influential Amnian noble Nevelmor Selemchant to remind the sheriff who is really in charge.

You may also wish to give out the following information as needed for setting plot hooks:

- Jinkerton, a priest from Langmuir, recently passed through Kork. He was in quite a hurry, and left the morning after he arrived. No one knows where he went. He did not leave by ship, so perhaps he went up the unfinished trade road.
- Dyavec Yummonbrock is a gnome goldsmith and locksmith. His speciality is the crafting of intrinsic belt buckles, cloak clasps, and clockwork creatures. Decades earlier, Dyavec crafted a belt buckle for Joella (see Adventure Hooks). He knows Joella as a stunning eladrin woman, not as a lamia, and is shocked when told her true nature. Dyavec knows little of Joella. He trusted her implicitly since she gave a hand-written reference from Moonshadow, a respected and ancient eladrin. Dyavec has not seen Moonshadow in ages and he might well be long dead, but he used to live in Moonshadow Manor near Warlsby on the isle of Alaron. If the PCs would like to pursue this clue, consider running *MOON1-5 Lost Love* after this adventure.

More information on the Moonshaes can be found in *Dungeon 196 (Backdrop: Moonshae Isles)*.

## ZELGAR LIGTHBORN

Zelgar is a priest of Selûne. His temple also holds a shrine to the Earth Mother, a local goddess. Zelgar's initial goal was to convert the few locals that still follow this goddess to a more "cultured" faith. However, over the years he has learned more about the Earth Mother, and has come to respect the ancient faith. While he won't give up on showing people the greatness of Selûne, he has also given room in his temple for the locals to pray and offer to the Earth Mother.

## ADVENTURE HOOKS

Kork is quite out of the way. You can use the following as reasons why the PCs are visiting the island of Moray:

- You can play this adventure directly after MOON2-1 *Darkness Falls over Moray*. In that case the PCs are in the village of Langmuir, a few days south of Kork. Keeron Mac Innis and the council of Langmuir ask the PCs to continue the investigation of a conspiracy against Langmuir. They suggest that the PCs travel north and find out whether other towns suffer similar problems. If the PCs learned of Jinkerton's involvement, they know that he travelled north to Kork.
- The PCs are hired by House Selemchant of Amn to check on the progress of the inland road (this is particularly useful to any PC who has favors with the house from previous LFR adventures). The House wants the PCs to see what is holding up the construction and to "deal with" anything necessary. Sheriff Havenstone knows the PCs are coming, and thus awaits them at the harbor, to inform them of the recent problems.
- The PCs are following the trail of a known felon, a lamia with the name Joella. The Velarian Trade Alliance, by name of the merchant Aron Selkirk, desires more information on this woman, who played a role in a recent attempt to destroy the Alliance from within. Joella has disappeared, but some of her items were confiscated, including an intrinsic belt-clasp in the shape of a spider, which has a hidden compartment (small enough to hold a potion or poison vial). The item is marked with the trade sigil of Dyavec Yummonbrock. Further investigation learns that this is a gnome crafter from Kork on Moray.

If the PCs have MOON16 **Respect of Ulrik Ragnarsson**, Ulrik is willing to provide transport to Kork, and introduce the PCs to some people he knows, assuring them good meals and a place to sleep.

## MILESTONES

Each individual event after the introduction (starting with Event 1) counts toward a milestone.

## EVENT 1: COLD BLOODED KILLERS

### ENCOUNTER LEVEL 6 (1350 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one dire wolf.

**Six PCs:** Add four moon crazed peasants or another dire wolf in the second round.

#### ENDING THE ENCOUNTER

It is possible that PCs can somehow force Zelgar to stay at Kork, for instance by convincing Sheriff Havenstone to detain him for his own good. If the PCs try this, you can run this as a Complexity 1 skill challenge. Allow the PCs to be creative, but do not make it too easy, and only do this if the players think of it themselves. Causing Zelgar to be detained actually fulfills the quest to protect him (though he won't be grateful).

The adventure does not cover what happens if the PCs leave Zelgar behind. The remaining encounters work well enough without Zelgar being present. Some combats may be less complicated since the PCs need not protect Zelgar, but they also do not get his aid.

Note that in this case the PCs have to subdue Ulmar, restrain him, and bring him back to Kork if they wish to have him cured, since Zelgar won't be with them to cast the Remove Affliction ritual.

#### TREASURE

There is no treasure in this encounter.

## EVENT 2: CROSSROADS OF TERROR

### ENCOUNTER LEVEL 6 (1250 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one gnoll huntmaster.

**Six PCs:** Add another dire wolf. Alternately, you can make Broderick elite: double his hit points, give him one action point and a +2 bonus on saves, and on each of his turns he can make a basic attack of his choice as a minor action.

#### ENDING THE ENCOUNTER

Broderick Severguile can give the PCs the same information as Clarissa and Ernest in Event 1. In addition, he knows that a priest of Malar, named Jinkerton, met up with Ulmar's pack. Jinkerton didn't get along well with the gnolls, demanding that they convert to Malar, and when Broderick left to chase after the peasants the situation was tense.

#### TREASURE

The peasant's heirloom, wrapped in oilcloth, is a *shielding blade* +2 (level 9)

## EVENT 3: TEARS IN THE FARMHOUSE

### ENCOUNTER LEVEL 7 (1500 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one death-pledged gnoll.

**Six PCs:** Add another gnoll gorgor.

#### ENDING THE ENCOUNTER

In the kitchen the PCs find the body of a man in robes. His throat is torn out. This is Jinkerton, the priest of Malar who betrayed the town of Langmuir. He was killed in a violent encounter with the Fang of Yeenoghu.

#### TREASURE

The Fang of Yeenoghu carries a *wrath of nature totem* +2 (level 7). He also carries a *claw of Malar*, which he looted off Jinkerton's body. The claw is a specialized weapon of Malar's priests and functions exactly as *tigerclaw gauntlets* +2 (level 8).

In the hidden compartment, the PCs find a set of *starlight goggles*. The goggles were crafted for a retired adventurer (a rogue), the former owner of the farm, now long missing and presumed dead.

Karajkarang's coin (there is one coin per PC) is quite rare and special, but the rumor that the coin will lead to a treasure hoard seems to be false - although it definitely radiates an odd dweomer, the coin's aura does not hint in any way how to find Karajkarang's hoard. It may be possible that the dragon's hoard was long ago found and plundered, or perhaps the coin's mysteries will be unraveled in a future adventure.

A PC who desires to keep the coin earns **ADAP22 Karajkarang's Coin**). A PC may instead trade it to Dyavec Yummonbrock, a gnome craftsman in Kork, at the end of the adventure (see Concluding the Adventure, below). Any PC who trades away his or her coin does not receive the Story Award. Note that individual PCs may make different choices.

## EVENT 4: WOLVES AT THE DOOR

### ENCOUNTER LEVEL 8 (1800 XP)

If the PCs did not already discover Thaddeus and Fjorn to be werewolves, they also join this fight (bringing the total number of frenzied werewolves to four).

**Pack Outcast:** If any PCs have the Pack Outcast theme, Umar and his werewolves actively seek to infect these PCs with lycanthropy and convince them to join the pack. He orders them to succumb to their wounds and to turn on their allies. A PC may feign to accept such an offer with a DC 23 Bluff check as a minor action. With a successful check the werewolves lower their guard and grant combat advantage to that PC. They stop attacking the PC once he or she has contracted lycanthropy. If the PC fails the check or attacks, the benefit goes away, and the frenzied werewolves focus their attention on the traitorous PC, seeking to knock him or her unconscious so he can be properly converted later.

#### SCALING THE ENCOUNTER

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

**Four PCs:** If not yet discovered, either Thaddeus or Fjorn flees the scene, deeming the PCs too dangerous after seeing them deal with the gnolls. This removes one frenzied werewolf. Otherwise, remove the moon crazed peasants.

**Six PCs:** Add either one additional frenzied werewolf or four moon crazed peasants.

#### ENDING THE ENCOUNTER

If the PCs somehow did not bring Zelgar, they need to knock Ulmar unconscious and return with him to Kork in order to save him. This should not pose much trouble.

Ulmar refuses to answer any questions while he is still cursed, and issues only death threats.

#### TREASURE

There is no treasure in this encounter.

## CONCLUDING THE ADVENTURE

If the PCs defeated Ulmar and saved Zelgar, they earn the gratitude of the village of Kork and its inhabitants. All PCs earn Story Award **ADAP20 Havenstone's Recommendation**.

If they helped Zelgar remove Ulmar's curse, the PCs also earn the two brothers' gratitude. Ulmar can tell them much of what he learned of the Black Blood tribe. This earns the PCs Story Award **ADAP21 Black Blood Lore**.

Finally, any individual PC who desires to keep the strange coin (rather than sell it) earns **ADAP22 Karajkarang's Coin**. There is one coin per PC, but some of them may choose to trade with Dyavec (see below).

#### TREASURE

If the PCs saved both Ulma and Zelgar, Zelgar offers the PCs his ritual book, which contains Speak with Dead and Remove Affliction.

Any PC may trade his or her copy of Karajkarang's coin at the end of the adventure to the gnome craftsman, Dyavec Yummonbrock. In exchange, Dyavec can craft for that PC any one Common or Uncommon magic item that fills either the waist or neck slot. The PC may either pay the full market price for the chosen item, or expend a found-item slot (if the character has one available). The chosen item must come from a legal LFR player resource, with a maximum item level of the PC's level plus 2. The item takes the form of an intricately crafted clasp for the PC's belt (if it's a waist slot item) or cloak (if it's a neck slot item). Its magical properties are unaffected by this cosmetic change to the item's form.

## 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 6

**Minimum Possible XP:** 1180 XP

Rescue the captives: +40 XP

Protect Zelgar: +200 XP

Save Ulmar: +200 XP

**Maximum Possible XP:** 1620 XP per PC

**Base Gold per PC:** 425 gp

(Event 2: 55 gp, Conclusion: 125 gp)

## TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

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

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

### EACH PC SELECTS ONE OF THE FOLLOWING:

**Treasure A:** *shielding blade +2\** (level 9; Common; *Dragon magazine* 391)

Found in Event 2

**Treasure B:** *wrath of nature totem +2\** (level 7; Uncommon; *Heroes of the Feywild*)

Found in Event 3

**Treasure C:** *tigerclaw gauntlets +2\** (level 8; Uncommon; *Adventurer’s Vault*)

Found in Event 3

**Treasure D:** *starlight goggles\** (level 8; Uncommon; *Adventurer’s Vault*)

Found in Event 3

**Treasure E:** ritual book containing Remove Affliction and Speak with Dead (*Player’s Handbook*)

Found in Conclusion

**Treasure F:** The character traded a rare coin for a magic clasp with properties identical to a neck or waist slot magic item. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common or Uncommon magic item (waist or neck slot only) of the character’s level + 2 or less. The character must either pay the item’s full market price or have an available found-item slot, and only permanent magic items for the neck or waist slot may be chosen with this option.

If (and only if) the PC pays full market price for the item (does not use a found-item slot) then this does not count as the character’s Treasure for the adventure.

Found in Event 3 / Conclusion

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 6: *potion of healing* (level 5) plus 450 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 6: 500 gp

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Members of the Black Blood tribe consider you an enemy, to be killed on sight.

### **MOON21 Karajkarang's Coin**

You found a strange coin that radiates magic. You heard a legend that this coin is attuned to the location of the hoard of the dragon Karajkarang, but the legend does not say how one might use the fluctuations in the item's aura to determine the hoard's distance and direction. Perhaps the clues you need are out there somewhere...

## **STORY AWARDS**

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

### **MOON19 Havenstone's Recommendation**

Sheriff Zirka Havenstone has written you a letter of recommendation. Zirka has many powerful friends and is known to the authorities of most large cities in Faerûn.

You can use Zirka's recommendation to gain an advantage when dealing with law-enforcement officers. The exact benefits in a given situation are entirely up to the DM, but possibilities may include avoiding arrest, gaining access to people or resources guarded by the police, or increasing your reputation when negotiating with the leaders of a lawful village or city.

If you try to use this letter in a way that would cause embarrassment or bring dishonor to Zirka, the DM may require you to void this Story Award.

## NEW RULES

### Shielding Blade +2

Level 9 Common

*This sword's broad cross guard is larger and thicker than normal, but a few practice swipes with this weapon show that it is still perfectly balanced.*

**Level:** 9

**Price:** 4,200 gp

**Weapon**

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +2d6 damage.

**Property:** You gain a +1 shield bonus to AC.

**Reference:** *Dragon magazine* 391

### Starlight Goggles

Level 8 Uncommon

*These dark leather goggles sparkle with tiny silver studs, aiding your vision in dim light.*

**Level:** 8

**Price:** 3,400 gp

**Head**

**Property:** Gain low-light vision..

**Reference:** *Adventurer's Vault*, page(s) 145.

### Tigerclaw Gauntlets +2

Level 8 Uncommon

*The weighted haft of this mithral weapon is engraved with images of giants being struck down by dwarven throwing hammers.*

**Level:** 8

**Price:** 3,400 gp

**Weapon**

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +2d6 damage.

**Property:** Gain a +2 item bonus to your speed when charging..

**Power (Daily):** Standard action. Make a charge attack. At the end of your charge, make two melee basic attack rolls against one target using this weapon. If you hit with both, deal an extra 1d6 damage.

**Reference:** *Adventurer's Vault*, page(s) 80.

### Wrath of Nature Totem +2

Level 7 Uncommon

*This totem quivers with the pent-up forces of nature, waiting to be released when your wrath is unleashed.*

**Level:** 7

**Price:** 3,400 gp

**Implement**

**Enhancement:** +2 attack rolls and damage rolls

**Critical:** +2d12 damage.

**Reference:** *Heroes of the Feywild*, page(s) 136

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

\_\_\_\_\_  
(character name)

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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.

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

## DUNGEON MASTER

DM Name: \_\_\_\_\_

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Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
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