

# MONUMENT OF THE ANCIENTS

A DUNGEONS & DRAGONS®  
*LIVING FORGOTTEN REALMS* ADVENTURE

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ADAPTATION DEVELOPED BY GREG MARKS

Panicked refugees are pouring into the port city of Phlan, fleeing from barbarian attacks in the Moonsea North. Something ominous and ancient drives the horse nomads to attack their neighbors. Poised to shatter the ancient monument keeping him from Faerûn, a “lost god” from Toril’s past sends an agent from the Elemental Chaos to herald his long prophesized return... A *Living Forgotten Realms* adapted adventure set in Phlan for characters levels 11-14.

To use this adaptation document, you will need a legal copy of the full adventure, which is found in Issue #170 of *Dungeon Magazine*, part of D&D Insider on the Wizards of the Coast website. This adventure is longer than a standard *Living Forgotten Realms* adventure; we recommend that you allow a minimum of 8 hours of play time. The adaptation gives rewards roughly equivalent to a two-round LFR adventure. If time is tight, there are a number of optional encounters that you can omit.

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 will be noted in the **New Rules Items** section at the end of the adventure.

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

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

## READING MONSTER STAT BLOCKS

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

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

## IMPORTANT DM INFORMATION

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

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

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

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

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text

word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

## APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 11-14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

This adaptation has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

The published adventure was written to provide a tough challenge for 13<sup>th</sup>-level characters. As a result, a table of all 11<sup>th</sup>-level characters will find this adventure very dangerous. Remember that you can make changes to the adventure as needed. Some suggestions for scaling the adventure down for 11<sup>th</sup>- or 12<sup>th</sup>-level PCs are provided in the encounter descriptions.

**Reading the Numbers:** Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

## FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

## 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

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## 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 the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

## ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon Magazine* (Issue #170) to use this adaptation. The published adventure is the "high tier" version; this document includes the statistics blocks for the "low tier" version, along with the rewards for both tiers.

You should be aware that this adventure will run somewhat longer than a standard *Living Forgotten Realms*

adventure. The estimated play time for this adventure is about eight 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 the grand total is given at the end of the adventure. The Experience Points and Treasure entries in each encounter and the available magic-item selections in this document completely replace the rewards listed in the published adventure. In particular, you must ignore the Treasure Preparation section in the published adventure.

## DM'S INTRODUCTION

Run the adventure as presented, with the modifications listed in this document. Either of the hooks presented in the published adventure are usable for *Living Forgotten Realms*. Tailor your choice based on the PCs at the table.

## OPTIONAL ENCOUNTER: STEER CLEAR OF THE FOREST

**ENCOUNTER LEVEL 12/13 (2,900/3,600 XP)**

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one centaur ravager.

**Six PCs:** Add another one centaur ravager

### TIERING THE ENCOUNTER

At the low tier, remove one centaur hunter.

### EXPERIENCE POINTS

The characters receive 580 / 720 experience points each for successfully defeating the centaurs. Note this encounter is optional, and experience gained from it cannot be used to exceed the maximum for this adventure, but can regain experience lost in other encounters.

### TREASURE

There is no treasure in this encounter.

## OPTIONAL ENCOUNTER: ARCHON PATROL

**ENCOUNTER LEVEL 13/14 (3,800/5,200 XP)**

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one ice archon hailscourge.

**Six PCs:** Add another ice archon hailscourge

### TIERING THE ENCOUNTER

At the low tier, remove one ice archon hailscourge.

### EXPERIENCE POINTS

The characters receive 760 / 1040 experience points each for successfully defeating the ice archons. Note this encounter is optional, and experience gained from it cannot be used to exceed the maximum for this adventure, but can regain experience lost in other encounters.

### TREASURE

There is no treasure in this encounter.

## OPTIONAL ENCOUNTER: AVALANCHE!

**ENCOUNTER LEVEL 13/14 (4,000/5,000 XP)**

### SCALING THE ENCOUNTER

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

**Four PCs:** Decrease the frost titan avalanche's hit points by 40.

**Six PCs:** Increase the frost titan avalanche's hit points by 40.

### TIERING THE ENCOUNTER

At the low tier, decrease the frost titan avalanche's level by one. This decrease its AC, defenses and attack bonus by 1 and decreases its hit points by 40.

#### EXPERIENCE POINTS

The characters receive 800 / 1000 experience points each for successfully defeating the frost titan. Note this encounter is optional, and experience gained from it cannot be used to exceed the maximum for this adventure, but can regain experience lost in other encounters.

#### TREASURE

There is no treasure in this encounter.

### ENCOUNTER M1: DEFEND THE CARAVAN

#### ENCOUNTER LEVEL 12/14 (4,000/5,200 XP)

##### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one Vaegould Marauder.

**Six PCs:** Add one Vaegould Marauder.

#### EXPERIENCE POINTS

The characters receive 800 / 1000 experience points each for successfully defeating the Vaegould.

#### TREASURE

Oshikam wears a *mantle of faith* +3 and carries a *netherdark shield*. The PCs can loot 400 / 1400 gp from the Vaegould. Note that in order to fulfill the “Bring Me Their Heads!” quest, the PCs must behead Oshikam and bring the grisly trophy back to the Lord Protector. Merely defeating the barbarians is not sufficient – they must behead the chieftain and present his head. Good-aligned characters may have a problem with this.

### ENCOUNTER M2: CIVIL DEFENSE

#### ENCOUNTER LEVEL 12/14 (3,900/5,400 XP)

##### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one Tempest Wisp.

**Six PCs:** Add one Tempest Wisp.

#### EXPERIENCE POINTS

The characters receive 780 / 1080 experience points each for successfully defeating the elementals.

#### TREASURE

The Vaegould Elementalist wears a pair of *ruby lenses* and carries a *staff of portals* +3 and a *ritual scroll of Elemental Transference*.

### ENCOUNTER S1: ALL THIS HAS HAPPENED BEFORE...

#### ENCOUNTER LEVEL 13 (4,000 XP)

##### SCALING THE ENCOUNTER

This encounter does not need any adjustments.

#### EXPERIENCE POINTS

The characters receive 800 experience points each for successfully defeating the skill challenges.

#### TREASURE

There is no treasure in this encounter.

### ENCOUNTER M3: LYCEUM OF RIMEFIRE

#### ENCOUNTER LEVEL 13/14 (4,050/5,750 XP)

##### SCALING THE ENCOUNTER

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

**Four PCs:** Remove one Havoc Gnoll Prey-Taker.

**Six PCs:** Add one Havoc Gnoll Prey-Taker.

#### EXPERIENCE POINTS

The characters receive 810/1150 experience points each for successfully defeating the gnolls.

#### TREASURE

Chaku'kawar wears *feytouched armor* +3 and carries an *elementalbane weapon* +3. The PCs can loot 1000 / 1500 gp from the gnolls.

## ENCOUNTER S2: CRUCIBLE OF CHAOS

### ENCOUNTER LEVEL 12 (2,800 XP)

#### SCALING THE ENCOUNTER

This encounter does not need any adjustments.

#### EXPERIENCE POINTS

The characters receive 560 experience points each for successfully defeating the skill challenges.

#### TREASURE

There is no treasure in this encounter.

## ENCOUNTER M4: ANCHOR OF CHAOS

### ENCOUNTER LEVEL 12/13 (3,900/4,800 XP)

#### SCALING THE ENCOUNTER

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

**Four PCs:** Only three minions spawn per turn (determine which randomly).

**Six PCs:** One additional minion spawns per turn (determine which randomly).

#### EXPERIENCE POINTS

The characters receive 780/960 experience points each for successfully defeating Pyricus.

#### TREASURE

Amidst the jagged ice crystals are a number of valuable gems. The PCs can loot 1000 / 1500 gp. For the purposes of LFR, the *Horreb ritual cube* is consumed by its use. The PCs cannot keep this item under any circumstances.

## CONCLUDING THE ADVENTURE

PCs who successfully seal the planar fissure and defeat Pyricus are rewarded by Lord Protector Anivar Daoran or the Varm Shaman (whomever the PCs were more closely allied with during the adventure) with their choice of magic items (see the Rewards section for details). The PCs receive Story Award ADAP08 for their defeat of Pyricus, and those PCs who were friendly and

respectful toward the Varm also receive Story Award ADAP07. (If the PCs failed to kill the Vaegould chieftain during Encounter M1, they could theoretically fulfill the terms of the “Bring Me Their Heads!” quest by killing the Varm shaman and bringing her head back instead, but that would be a truly evil act.)

## ENCOUNTER M1: DEFEND THE CARAVAN (LOW TIER)

Oshikam	Level 13 Elite Soldier (Leader)
Medium natural humanoid (human)	XP 1,600
HP 256; Bloodied 128	Initiative +12
AC 28, Fortitude 26, Reflex 25, Will 24	Perception +8
Speed 6 (8 when mounted on steppe pony)	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
<b>m Longspear</b> (weapon) • At-Will	
Attack: Reach 2; +20 vs. AC	
Hit: 2d8+5 damage (crit 2d10 +26)	
<b>M Saddleback Skewer</b> (weapon) • At-Will	
Effect: While mounted; Oshikam charges and makes a longspear attack. On a hit, the target is knocked prone and Oshikam makes another longspear attack against a different target within reach.	
MINOR ACTIONS	
<b>R Jolting Hex</b> (lightning) • Recharge 4-6	
Attack: Ranged 10; +18 vs. Will	
Hit: 2d8 + 5 lightning damage and the target is marked until the end of Oshikam's next turn. Using this power does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
<b>C Vaegould Retribution</b> (thunder) • At-Will	
Trigger: When an ally within 5 squares is reduced to 0 hit points.	
Attack (Immediate Reaction): Close burst 5 (targets enemies); +16 vs. Fortitude	
Hit: 1d10 + 5 thunder damage, and the target is knocked prone.	
<b>C Call of the Warlord</b> (thunder) • At-Will	
Trigger: When bloodied	
Effect: At the start of its turn, the vaegould warlord calls into battle four additional vaegould warriors.	
Skills Athletics +18, Endurance +14, Nature +13	
Str 25 (+13)	Dex 18 (+10) Wis 14 (+8)
Con 16 (+9)	Int 13 (+7) Cha 17 (+9)
Alignment evil Languages Common, Primordial	
Equipment longspear	
8 Vaegould Warriors	Level 11 Minion Skirmisher
Medium natural humanoid (human)	XP 150
HP 1; a missed attack never damages a minion	Initiative +14
AC 25; Fortitude 23; Reflex 24; Will 22	Perception +7
Speed 6 (8 when mounted on steppe pony)	
TRAITS	
<b>Brotherhood of the Ride</b>	
The vaegould warrior doesn't provoke opportunity attacks when moving while mounted.	
STANDARD ACTIONS	
<b>m Hand Axe</b> (weapon) • At-Will	
Attack: +16 vs. AC	
Hit: 7 damage.	
<b>r Shortbow</b> (weapon) • At-Will	
Attack: Ranged 15/30; +16 vs. AC	
Hit: 8 damage.	
Skills Athletics +15, Endurance +12, Nature +12	
Str 20 (+10)	Dex 24 (+12) Wis 15 (+7)
Con 15 (+7)	Int 15 (+7) Cha 12 (+6)
Alignment unaligned Languages Common Primordial	
Equipment handaxe, shortbow	

2 Vaegould Marauders	Level 11 Skirmisher
Medium natural humanoid (human)	XP 600
HP 111; Bloodied 56	Initiative +13
AC 25; Fortitude 22; Reflex 24; Will 19	Perception +8
Speed 6 (8 when mounted on a steppe pony)	
Saving Throws +5 against being dismounted	
TRAITS	
<b>Brotherhood of the Ride</b>	
The vaegould warrior doesn't provoke opportunity attacks when moving while mounted.	
STANDARD ACTIONS	
<b>m Waraxe</b> (weapon) • At-Will	
Attack: +16 vs. AC	
Hit: 1d10 + 5 damage.	
<b>r Mounted Archer</b> (weapon) • At-Will	
Attack: Ranged 20/40; +16 vs. AC	
Hit: 3d6 + 5 damage.	
<b>R Three-Fingered Release</b> (weapon) • Recharge 5-6	
Attack: Ranged 20/40; +16 vs. AC	
Hit: 2d8 + 5 damage, and the target is dazed (save ends).	
Skills Athletics +18, Endurance +14, Nature +13	
Str 25 (+12)	Dex 18 (+9) Wis 14 (+7)
Con 16 (+8)	Int 13 (+6) Cha 17 (+8)
Alignment unaligned Languages Common, Primordial	
Equipment waraxe	
Steppe Pony	Level 6 Brute
Large natural beast (mount)	XP 300
HP 90; Bloodied 45	Initiative +7
AC 20; Fortitude 19; Reflex 17; Will 17	Perception +12
Speed 8	Low light vision
STANDARD ACTIONS	
<b>m Kick</b> • At-Will	
Attack: +9 vs. AC	
Hit: 1d6 + 6 damage.	
<b>M Trample</b> • At-Will	
Attack: The steppe pony can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the steppe pony must end its move in an unoccupied space. When it enters an enemy's space, the steppe pony makes a trample attack; +7 vs. Reflex.	
Hit: 1d8 + 8 damage, and the target is knocked prone.	
OTHER POWERS	
<b>Charger</b> (mount) • At-Will	
Action: While mounted by a friendly rider of 6th level or higher with the Mounted Combat feat.	
Effect: The steppe pony grants its rider a +1 bonus to attack rolls on charge attacks.	
Skills Skill Name +x, . . .	
Str 24 (+10)	Dex 17 (+6) Wis 17 (+6)
Con 20 (+8)	Int 5 (+0) Cha 13 (+4)
Alignment unaligned Languages -	



## ENCOUNTER M2: CIVIL DEFENSE (LOW TIER)

<b>Vaegould Elemental</b>	<b>Level 11 Controller</b>
<b>Medium natural humanoid (human)</b>	<b>XP 600</b>
<b>HP 114; Bloodied 57</b>	<b>Initiative +7</b>
<b>AC 25, Fortitude 23, Reflex 30, Will 23</b>	<b>Perception +7</b>
<b>Speed 8</b>	
<b>STANDARD ACTIONS</b>	
<b>m Haunting Spirits (psychic) • At-Will</b>	
Attack: Ranged 5 or melee; +16 vs. Will	
Hit: 1d10 + 5 psychic damage. Until the end of the Vaegould elemental's next turn, the target grants combat advantage to an ally of the elemental's choice.	
<b>C Earthrage Spirit (thunder) • Recharge 6</b>	
Attack: Close blast 5 (enemies only); +15 vs. Reflex	
Hit: 2d8 + 6 thunder damage, and the target is knocked prone.	
<b>A Raging Storm Spirit (lightning, thunder, zone) • Encounter</b>	
Attack: Area burst 5 within 10; +16 vs. Reflex	
Hit: 3d6 + 6 lightning damage. Until the end of the encounter, the elemental and any ally deals 1d6 extra thunder damage when it hits an enemy that is within the zone. The zone lasts until the end of the encounter.	
<b>Skills Athletics +11, Endurance +14, Nature +12</b>	
<b>Str 12 (+6)</b>	<b>Dex 15 (+7)</b>
<b>Con 18 (+9)</b>	<b>Int 15 (+7)</b>
	<b>Wis 21 (+10)</b>
	<b>Cha 18 (+9)</b>
<b>Alignment unaligned Languages Common</b>	

<b>Tempest Wisp</b>	<b>Level 11 Controller</b>
<b>Medium elemental magical beast (air)</b>	<b>XP 600</b>
<b>HP 117; Bloodied 59</b>	<b>Initiative +9</b>
<b>AC 25, Fortitude 24, Reflex 22, Will 22</b>	<b>Perception +9</b>
<b>Speed 0, fly 1 (hover)</b>	
<b>Immune disease, poison; Resist -10</b>	
<b>insubstantial while not bloodied</b>	
<b>STANDARD ACTIONS</b>	
<b>m Air Slash • At-Will</b>	
Attack: +14 vs. Reflex	
Hit: 2d8 + 4 damage.	
<b>r Whistling Wind • At-Will</b>	
Attack: Ranged 10; +14 vs. Reflex	
Hit: 2d10 + 2 damage, and the tempest wisp slides the target 1 square.	
<b>R Tumbling Updraft • Recharge 5-6</b>	
Attack: Ranged 10; +18 vs. Fortitude	
Hit: The target is lifted up 20 feet (4 squares) and restrained (save ends).	
<b>First Failed Saving Throw:</b> The target is lifted up another 20 feet.	
<b>Successful Saving Throw:</b> The target falls and takes falling damage, if applicable.	
<b>Str 14 (+7)</b>	<b>Dex 18 (+9)</b>
<b>Con 21 (+10)</b>	<b>Int 8 (+4)</b>
	<b>Wis 18 (+9)</b>
	<b>Cha 13 (+6)</b>
<b>Alignment unaligned Languages Primordial</b>	

<b>Chillfire Destroyer</b>	<b>Level 12 Brute</b>
<b>Large elemental magical beast (cold, fire)</b>	<b>XP 700</b>
<b>HP 152; Bloodied 76</b>	<b>Initiative +10</b>
<b>AC 24, Fortitude 24, Reflex 23, Will 23</b>	<b>Perception +10</b>
<b>Speed 5</b>	
<b>Immune disease, poison; Resist cold, fire</b>	

<b>TRAITS</b>		
<b>Leaking Firecore (fire) • Aura 2</b>		
While the chillfire destroyer is bloodied, each creature that starts its turn within the aura takes 10 fire damage.		
<b>STANDARD ACTIONS</b>		
<b>m Freezing Slam (cold) • At-Will</b>		
Attack: Reach 2; +15 vs. AC		
Hit: 1d12 + 5 damage plus 1d12 cold damage.		
<b>M Trample (cold) • At-Will</b>		
Attack: The chillfire destroyer moves its speed and can move through enemies' spaces. The destroyer makes an attack; +13 vs. Reflex.		
Hit: 1d10 + 5 damage plus 1d10 cold damage, and the target is knocked prone.		
<b>TRIGGERED ACTIONS</b>		
<b>C Firecore Breach (fire)</b>		
<b>Trigger:</b> When Chillfire Destroyer drops to 0 hit points..		
<b>Attack:</b> The destroyer does not die until the start of its next turn. Until then, the destroyer can take no actions. At the start of the destroyer's next turn, it makes an attack: close burst 3; +13 vs. Reflex		
<b>Hit:</b> 4d10 + 4 fire damage.		
<b>Str 15 (+8)</b>	<b>Dex 19 (+10)</b>	<b>Wis 19 (+10)</b>
<b>Con 22 (+12)</b>	<b>Int 4 (+3)</b>	<b>Cha 11 (+6)</b>
<b>Alignment unaligned Languages Primordial</b>		

<b>Stormstone Fury</b>	<b>Level 12 Artillery</b>
<b>Medium elemental magical beast (air, earth)</b>	<b>XP 700</b>
<b>HP 100; Bloodied 50</b>	<b>Initiative +10</b>
<b>AC 24; Fortitude 24; Reflex 23; Will 23</b>	<b>Perception +8</b>
<b>Speed 6</b>	
<b>Immune disease, petrification, poison</b>	
<b>Resist 10 thunder</b>	
<b>STANDARD ACTIONS</b>	
<b>m Grinding Stones • At-Will</b>	
Attack: +19 vs. AC	
Hit: 1d10 + 2 damage.	
<b>R Hurling Thunderstone (thunder) • At-Will</b>	
Attack: Ranged 20; +19 vs. AC	
Hit: 2d8 + 5 damage.	
<b>Miss:</b> Half damage.	
<b>Effect:</b> One square the target currently occupies becomes the origin square of a burst 2 attack that occurs at the start of the stormstone fury's next turn: +19 vs. Fortitude; 1d10 + 6 thunder damage.	
<b>MINOR ACTIONS</b>	
<b>C Shrapnel Burst (thunder) • Recharge 4-6</b>	
Attack: Close burst 2; +19 vs. AC	
Hit: 1d10 + 2 damage.	
Hit: 1d6 + 5 damage plus 1d6 thunder damage, and the stormstone fury pushes the target 2 squares.	
<b>TRIGGERED ACTIONS</b>	
<b>Meld to Ground (teleportation) • Encounter</b>	
<b>Requirements:</b> Requires the Stormstone Fury to be on the ground..	
<b>Trigger:</b> When first bloodied.	
<b>Effect:</b> The fury disappears, and no creatures have line of sight or line of effect to it. At the start of its next turn, the fury appears within 10 squares of its previous space.	
<b>Str 15 (+8)</b>	<b>Dex 19 (+10)</b>
<b>Con 22 (+12)</b>	<b>Int 5 (+3)</b>
	<b>Wis 14 (+8)</b>
	<b>Cha 19 (+10)</b>
<b>Alignment unaligned Languages Primordial</b>	

## ENCOUNTER M3: LYCEUM OF RIMEFIRE (LOW TIER)

Chaku'kawr	Level 14 Elite Controller (Leader)
Medium natural humanoid (gnoll)	XP 2,000
HP 280; Bloodied 140	Initiative +11
AC 30, Fortitude 28, Reflex 25, Will 29	Perception +10
Speed 7	Low-Light Vision
Resist variable (1/encounter)	
Saving Throws +2; Action Points 1	
TRAITS	
<b>Bloodlust • Aura 3</b>	
All allies inside the aura gain a +2 bonus to attack rolls.	
<b>Pack Attack</b>	
Chaku'kawr deals an extra 5 damage on melee attacks against an enemy that has two or more allies adjacent to it.	
STANDARD ACTIONS	
<b>m Caustic Touch (fire) • At-Will</b>	
Attack: +18 vs. Reflex	
Hit: 2d8 + 6 fire damage, or 2d8 + 9 fire damage while bloodied.	
<b>r Arcing Chaos Bolt • At-Will</b>	
Attack: Ranged 10 (targets one or two enemies); +17 vs. Reflex	
Hit: 2d8 + 6 damage, and the target is slowed until the end of Chaku'kawr's next turn.	
<b>C Furious Blastback (fire) • Recharge 4-6</b>	
Attack: Close blast 3; +18 vs. Fortitude	
Hit: 4d10 + 5 fire damage, or 4d10 + 9 fire damage while bloodied, and the target is pushed 6 squares.	
<b>A Vortex of Chaos (fire, psychic) • Encounter</b>	
Attack: Area burst 1 within 10; +16 vs. Reflex	
Hit: 2d10 + 11 fire damage, and target takes ongoing 10 psychic damage and is dazed (save ends both).	
MINOR ACTIONS	
<b>Sycophantic Fervor • At-Will</b>	
Effect: A gnoll sycophant within sight of Chaku'kawr makes a basic attack as a free action.	
TRIGGERED ACTIONS	
<b>Shun the Nonbeliever • At-Will</b>	
Trigger: When an enemy moves adjacent to Chaku'kawr.	
Effect (Immediate Reaction): The target slides 3 squares.	
<b>Skills</b> Arcana +16, Religion +19	
<b>Str</b> 14 (+9)	<b>Dex</b> 15 (+9)
<b>Con</b> 20 (+12)	<b>Int</b> 18 (+11)
	<b>Wis</b> 17 (+10)
	<b>Cha</b> 23 (+13)
<b>Alignment</b> chaotic evil	<b>Languages</b> Abyssal, Common

Gnoll Sycophant	Level 10 Minion Soldier
Medium natural humanoid	XP 125
HP 1; a missed attack never damages a minion	Initiative +13
AC 26; Fortitude 22; Reflex 21; Will 19	Perception +15
Speed 7	Low-Light Vision
TRAITS	
<b>Pack Attack</b>	
Chaku'kawr deals an extra 5 damage on melee attacks against an enemy that has two or more allies adjacent to it.	
STANDARD ACTIONS	
<b>m Handaxe (weapon) • At-Will</b>	
Attack: +16 vs. AC	
Hit: 7 damage.	
<b>r Longbow (weapon) • At-Will</b>	
Attack: Ranged 20/40; +17 vs. AC	
Hit: 5 damage.	
<b>Skills</b> Intimidate +6, Stealth +10	
<b>Str</b> 25 (+12)	<b>Dex</b> 22 (+11)
<b>Con</b> 17 (+8)	<b>Int</b> 11 (+5)
	<b>Wis</b> 17 (+8)
	<b>Cha</b> 10 (+5)
<b>Alignment</b> chaotic evil	<b>Languages</b> Abyssal, Common
<b>Equipment</b> handaxe, longbow	

Havoc Gnoll Prey-Taker	Level 9 Artillery
Medium natural humanoid	XP 400
HP 78; Bloodied 39	Initiative +9
AC 22; Fortitude 20; Reflex 22; Will 19	Perception +11
Speed 6	Low-Light Vision
TRAITS	
<b>Net Master</b>	
The prey-taker deals an extra 1d6 damage on attacks made against an enemy immobilized by its net, and it takes no penalty for attacking a prone creature with a ranged attack when that creature is immobilized by its net.	
<b>Pack Attack</b>	
Chaku'kawr deals an extra 5 damage on melee attacks against an enemy that has two or more allies adjacent to it.	
STANDARD ACTIONS	
<b>m Spear (weapon) • At-Will</b>	
Attack: +14 vs. AC	
Hit: 2d6 + 4 damage.	
<b>r Spear (weapon) • At-Will</b>	
Attack: Ranged 5/10; +16 vs. AC	
Hit: 2d6 + 4 damage.	
<b>R Net (weapon) • Recharge</b> when no creature is immobilized by this power	
Attack: Ranged 4/8 (Medium or smaller creature only); +14 vs. Reflex	
Hit: 1d8 + 4 damage, and the target is knocked prone and is immobilized and cannot stand (until escape).	
MOVE ACTIONS	
<b>Ranging Leap • Recharge 5-6</b>	
Effect: The prey-taker shifts 3 squares and ignores difficult terrain for this move.	
<b>Skills</b> Intimidate +12, Stealth +14	
<b>Str</b> 18 (+8)	<b>Dex</b> 21 (+9)
<b>Con</b> 18 (+8)	<b>Int</b> 14 (+6)
	<b>Wis</b> 15 (+6)
	<b>Cha</b> 17 (+7)
<b>Alignment</b> chaotic evil	<b>Languages</b> Abyssal, Common
<b>Equipment</b> leather armor, net, spear x2	

# ENCOUNTER M4: ANCHOR OF CHAOS (LOW TIER)

<b>Pyricus, Herald of Maram</b>	<b>Level 12 Solo Controller</b>
<b>Huge elemental magical beast</b>	<b>XP 3,500</b>
<b>HP 481; Bloodied 241</b>	<b>Initiative +9</b>
<b>AC 29; Fortitude 30; Reflex 24; Will 27</b>	<b>Perception +16</b>
<b>Speed 4</b>	<b>Truesight 20, Tremorsense 20</b>
<b>Resist 10 fire, cold, lightning;; Vulnerable 10 acid</b>	
<b>Saving Throws +5; Action Points 2</b>	
<b>TRAITS</b>	
<b>Chaotic Rebuke (psychic) • Aura 1</b>	
Any creature that starts its turn within the aura takes 5 psychic damage.	
<b>STANDARD ACTIONS</b>	
<b>m Tentacle Lash • At-Will</b>	
Attack: +16 vs. Fortitude	
Hit: 2d8 + 6 psychic damage and the target is pushed 2 squares.	
<b>C Chaos Lash (psychic, cold) • At-Will</b>	
Attack: Tentacles lash out and strike all nearby opponents. Close burst 3; +16 vs. Fortitude	
Hit: 2d8 + 6 psychic and cold damage, and the target is pushed 2 squares.	
<b>R Kinetic Explosion (psychic, force) • Recharge when first bloodied</b>	
Attack: Ranged 20; +16 vs. Reflex	
Hit: 3d10 + 5 force damage, and the target is stunned (save ends).	
<b>A Turbid Armament (cold) • Recharge 5-6</b>	
Attack: Area burst 1 within 10; +16 vs. Reflex	
Hit: 2d6 + 0 cold damage, and the target is slowed until the end of Pyricus's next turn.	
<b>MINOR ACTIONS</b>	
<b>C Mind Breaker (psychic, charm) • Recharge when an enemy within 5 squares spends a healing surge</b>	
Attack: Pyricus unleashes horrific visions of the elemental chaos.	
Close burst 3; +16 vs. Will	
Hit: 3d6 + 6 psychic damage, and the target is dazed (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>C Brutal Riposte (lightning, psychic) • Recharge when first bloodied</b>	
Attack (Immediate Reaction): Close burst 1; +17 vs. AC	
Hit: 1d10 + 6 lightning and psychic damage, and the target is stunned until the end of the herald's next turn.	
<b>Str 22 (+12)</b>	<b>Dex 13 (+7)</b>
<b>Con 19 (+10)</b>	<b>Int 22 (+12)</b>
<b>Wis 22 (+12)</b>	<b>Cha 13 (+7)</b>
<b>Alignment unaligned Languages Primordial</b>	

<b>Earth Hellion</b>	<b>Level 9 Minion Brute</b>
<b>Medium elemental magical beast (earth, thunder)</b>	<b>XP 100</b>
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +6</b>
<b>AC 21; Fortitude 22; Reflex 21; Will 21</b>	<b>Perception +6</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Earth Smash (thunder) • At-Will</b>	
Attack: +12 vs. AC	
Hit: 6 thunder damage and ongoing 5 thunder damage (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>c Thunderous Destruction (thunder) • Encounter</b>	
Trigger: When reduced to 0 hit points.	
Effect: Close burst 1; each non-elemental creature in the burst takes 10 thunder damage.	
<b>Str 14 (+6)</b>	<b>Dex 14 (+6)</b>
<b>Con 20 (+9)</b>	<b>Int 14 (+6)</b>
<b>Wis 14 (+6)</b>	<b>Cha 9 (+3)</b>
<b>Alignment unaligned Languages –</b>	

<b>Azure Savage</b>	<b>Level 9 Minion Soldier</b>
<b>Medium elemental magical beast (air)</b>	<b>XP 100</b>
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +8</b>
<b>AC 25; Fortitude 23; Reflex 20; Will 18</b>	<b>Perception +9</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>m Crackling Slash (lightning) • At-Will</b>	
Attack: +16 vs. AC	
Hit: 6 lightning damage, and the target is marked until the end of the azure savage's next turn.	
<b>TRIGGERED ACTIONS</b>	
<b>c Shocking Destruction (lightning) • Encounter</b>	
Trigger: When reduced to 0 hit points.	
Effect: Close burst 1; each non-elemental creature in the burst takes 8 lightning damage.	
<b>Str 14 (+6)</b>	<b>Dex 14 (+6)</b>
<b>Con 20 (+9)</b>	<b>Int 11 (+4)</b>
<b>Wis 11 (+4)</b>	<b>Cha 17 (+7)</b>
<b>Alignment unaligned Languages –</b>	

<b>Incendiary Vilifier</b>	<b>Level 9 Minion Skirmisher</b>
<b>Medium elemental magical beast (fire)</b>	<b>XP 100</b>
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +15</b>
<b>AC 21; Fortitude 21; Reflex 21; Will 21</b>	<b>Perception +7</b>
<b>Speed 7</b>	
<b>STANDARD ACTIONS</b>	
<b>m Searing Snap (fire) • At-Will</b>	
Attack: +14 vs. AC	
Hit: 2 fire damage and ongoing 5 fire damage (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>c Burning Destruction (fire) • Encounter</b>	
Trigger: When reduced to 0 hit points.	
Effect: Close burst 1; each non-elemental creature in the burst takes 8 fire damage.	
<b>Str 11 (+4)</b>	<b>Dex 14 (+6)</b>
<b>Con 14 (+6)</b>	<b>Int 11 (+4)</b>
<b>Wis 11 (+4)</b>	<b>Cha 14 (+6)</b>
<b>Alignment unaligned Languages –</b>	

<b>Frozen Racer</b>	<b>Level 9 Minion Skirmisher</b>
<b>Medium elemental magical beast (cold, water)</b>	<b>XP 100</b>
<b>HP 1; a missed attack never damages a minion</b>	<b>Initiative +14</b>
<b>AC 22; Fortitude 20; Reflex 23; Will 20</b>	<b>Perception +4</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
<b>Attack Power Name (keywords) • Usage</b>	
Attack: The frozen racer can shift its speed before making this attack; +14 vs. AC	
Hit: 6 cold damage.	
<b>TRIGGERED ACTIONS</b>	
<b>c Frozen Destruction (cold) • Encounter</b>	
Trigger: When reduced to 0 hit points.	
Effect: Close burst 1; each non-elemental creature in the burst takes 8 cold damage.	
<b>Str 11 (+4)</b>	<b>Dex 26 (+12)</b>
<b>Con 11 (+4)</b>	<b>Int 17 (+7)</b>
<b>Wis 11 (+4)</b>	<b>Cha 11 (+4)</b>
<b>Alignment unaligned Languages –</b>	

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

A number before the slash is the low-level value; after the slash is the high-level value.

## EXPERIENCE POINTS AND BASE GOLD

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

**Encounter M1: Defend the Caravan**  
800 / 1000 XP

**Encounter M2: Civil Defense**  
780 / 1080 XP

**Encounter S1: All This Has Happened Before...**  
800 / 800 XP

**Encounter M3: Lyceum of Rimefire**  
810 / 1150 XP

**Encounter S2: Crucible of Chaos**  
560 / 560 XP

**Encounter M4: Anchor of Chaos**  
780 / 960 XP

<b>Maximum Possible XP WITHOUT Quest Rewards</b> 4530 / 5550 XP
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### OPTIONAL ENCOUNTERS

The optional encounters cannot provide XP in excess of the Maximum Possible Experience, but they can make up XP lost in other encounters. Note that battle maps and stat blocks are not provided for these encounters; you will need to prepare everything in advance if you intend to include them.

**Steer Clear of the Forest**  
580 / 720 XP

**Archon Patrol**  
760 / 1040 XP

**Avalanche!**  
800 / 1000 XP

### QUEST AWARDS

**Major Quest: Bring Me Their Heads**  
300 / 800 XP

**Major Quest: Seal the Anchor of Chaos**  
385 / 825 XP

**Major Quest: Unlock the Cube**  
385 / 825 XP

**Minor Quest: Spare the Innocent**  
280 / 400 XP

<b>Maximum Possible XP WITH Quest Rewards</b> 5,880 / 8,400 XP
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**Base Gold per PC (with or without Quest Rewards)**  
2400 / 4400 gp

(Encounter M1: 400 / 1400 gp, Encounter M3: 1000 / 1500 gp, Encounter M4: 1000 / 1500 gp)

## TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in the “Base Gold per PC.” At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

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.

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

### TWO ROUNDS, TWO TREASURES

Since this is a double-length (two-round) adventure, the PCs earn twice the normal XP and twice the normal base gold per PC. (The appropriate amounts have already been calculated, and are listed under Total Possible Experience and Base Gold per PC.)

To keep these rewards in balance with the campaign's expected level-advancement rate, the PCs should also have the opportunity to select two Treasures. For this adventure, each PC may choose TWO different listed Treasures. The More Gold, Choose an Item, and Consumable plus Gold options (Treasures X, Y, and Z) may be chosen twice; the named permanent items and the ritual (Treasures A through G) may only be chosen once (that means once per PC). A character must have two found-item slots available in order to choose two permanent items.

To be clear, a character who chooses More Gold twice receives no found items plus 2600 / 4200 gp in addition to the base gold award, for a grand total of 5000 / 8600 gp gained from this adventure.

### EACH PC SELECTS TWO OF THE FOLLOWING:

**Treasure A:** *elementalbane weapon* +3\* (level 14; *Manual of the Planes*)

Found in Encounter M3

**Treasure B:** *feytouched armor* +3\* (level 12; *Manual of the Planes*)

Found in Encounter M3

**Treasure C:** *mantle of faith* +3\* (level 14; *Manual of the Planes*)

Found in Encounter M1

**Treasure D:** *staff of portals* +3\* (level 14; *Manual of the Planes*)

Found in Encounter M2

**Treasure E:** *netherdark shield*\* (level 13; *Dragon* 365)

Found in Encounter M1

**Treasure F:** *ruby lenses*\* (level 14; *Dragon* 365)

Found in Encounter M2

**Treasure G:** ritual scroll or ritual book containing *Elemental Transference*\* (level 12 ritual)

Found in Conclusion; does not take up a found-item slot

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. The 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 an *elixir of speed*\* (level 11; AV) plus 950 / 1750 gp. Consumable items obtained in this fashion do not take up found-item slots.

**Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables worth 1300 / 2100 gp (in addition to his or her Base Gold).

## 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.

### **ADAP07 Ally of the Varm**

You aided the Varm nomads of the Golden Steppes in preventing the return of the primordial Maram of the Great Spear. The Varm have entreated the primal spirits to bless you and watch over your travels. No matter how uncomfortable or wild your campsite, the spirits help you enjoy a restful sleep.

Whenever you take an extended rest outdoors in the wilderness and are not subject to unnatural hazardous conditions (anything that would require you to make an Endurance check or that specifically states it prevents or interferes with the normal benefits of an extended rest), you gain the benefits of sleeping in a *restful bedroll* (*Adventurer's Vault* 176). This means that you start the next day with 1d8 temporary hit points. The temporary hit points last until they are used or until you take another rest (short or extended). If you already have a *restful bedroll* and you sleep in it along with gaining the benefits of this effect, you get the maximum of 8 temporary hit points (instead of 1d8).

This benefit does not apply in an urban environment, even if you sleep outside. It is up to your DM whether or not you may claim the temporary hit points at the beginning of an adventure (depending on the circumstances when the adventure begins, you may or may not have been able to sleep outside in the wilderness the previous night).

### **ADAP08 Bane of the Herald of Maram**

You have entered the fabled Monument of the Ancients and destroyed Pyricus, the Herald of Maram. The Dawn Titans and their minions now recognize you as one of their greatest foes. When all targets are equal (DM's discretion; for example, the monster is not marked by another PC) and these creatures have a choice of targets, they will target you first.

## NEW RULES

### Elementalbane Weapon +3

Level 14

*Forged of celestial steel and created to slay archons, this weapon excels at destroying natives of the Elemental Chaos.*

**Level:** 14 (Uncommon)

**Price:** 21,000 gp

**Weapon:** Any melee

**Critical:** +3d8 damage

**Enhancement:** +3 attack rolls and damage rolls

**Property:** On a critical hit you deal +3d12 damage instead of +3d8 against elementals.

**Power (Daily):** Standard Action. Celestial light blazes from this weapon as you make an attack: Close burst 2, Strength + this weapon's enhancement bonus vs. Reflex; 1[W] damage, and if the target is an elemental, it is blinded (save ends).

**Reference:** *Manual of the Planes*.

### Feytouched Armor +3

Level 12

*Materials from the Feywild are worked into this armor, improving your reflexes and allowing you to disappear briefly.*

**Level:** 12 (Uncommon)

**Price:** 13,000 gp

**Armor:** Leather, Hide

**Enhancement:** +3 AC

**Property:** Gain an item bonus to initiative checks equal to the armor's enhancement bonus.

**Power (Encounter ♦ Illusion):** Standard Action. You become invisible until the end of your next turn.

**Reference:** *Manual of the Planes*.

### Mantle of Faith +3

Level 14

*Woven of celestial thread, these vestments carry the boon of divine protection.*

**Level:** 14 (Uncommon)

**Price:** 21,000 gp

**Item Slot:** Neck

**Enhancement:** +3 Fortitude, Reflex, and Will

**Power (Daily ♦ Healing):** Immediate Reaction. Use this power when you take damage from an attack. Regain hit points equal to the damage taken up to twice your healing surge value.

**Reference:** *Manual of the Planes*.

### Netherdark Shield

Level 13

*The black, scaly hide covering the face of the shield drinks in the light.*

**Level:** 13 (Uncommon)

**Price:** 17,000 gp

**Item Slot:** Arms

**Power (Daily ♦ Zone):** Standard Action. You create a zone of darkness in a close burst 1 that lasts until the end of your next turn. The zone moves with you until the end of your next turn. The zone blocks line of sight for all creatures without darkvision or some other way to see in darkness except you. Any creature entirely within the area that does not have darkvision or some other way to see in darkness (except you) is blinded.

**Reference:** *Dragon 365*.

### Ritual of Elemental Transference

Level 12

*The world around you vanishes, leaving you adrift in the sundered terrain of the Elemental Chaos.*

**Level:** 12 (Market Price 2,600 gp)

**Component Cost:** 1,000 gp

**Category:** Travel

**Time:** 1 hour

**Key Skill:** Arcana (no check)

**Duration:** Special

Use this ritual in the world. When you perform this ritual, you transport yourself and up to eight allies to a random spot in the Elemental Chaos. You have no control over where you appear, but your immediate environs aren't hazardous. Once in the Elemental Chaos, you can travel as normal within the plane. You remain in the Elemental Chaos until your leave by another means.

**Reference:** *Manual of the Planes*.

### Ruby Lenses

Level 14

*These fine gold spectacles feature lenses of cut ruby.*

**Level:** 14 (Uncommon)

**Price:** 21,000 gp

**Item Slot:** Head

**Property:** You gain a +2 item bonus to Perception checks.

**Power (Daily ♦ Charm):** Free Action. Use this power when you damage an enemy with a ranged or area attack. You pull that enemy 3 squares.

**Reference:** *Dragon 365*

### Staff of Portals +3

Level 14

*Topping this black staff is a crystal sphere that enhances your powers of teleportation.*

**Level:** 14 (Uncommon)

**Price:** 21,000 gp

**Item Slot:** Off-Hand

**Critical:** +3d6 damage

**Enhancement:** +3 attack rolls and damage rolls

**Property:** On a critical you teleport the target 3 squares

**Power (Daily ♦ Teleportation):** Free Action. Use this power after you use a power that has the teleportation keyword. You and all allies within 2 squares of you can teleport 5 squares.

**Reference:** *Manual of the Planes*.

### Elixir of Speed

Level 11

*This sapphire brew crackles with energy and increases your speed.*

**Level:** 11 (Uncommon)

**Price:** 350 gp

**Potion**

**Power (Consumable):** Minor Action. Drink the elixir and gain a +2 power bonus to your speed for 1 hour.

**Reference:** *Adventurer's Vault*



## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

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

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

### ADAP2~1 MONUMENT OF THE ANCIENTS

#### ADAP07 Ally of the Varm

You aided the Varm nomads of the Golden Steppes in preventing the return of the primordial Maram of the Great Spear. The Varm have entreated the primal spirits to bless you and watch over your travels. No matter how uncomfortable or wild your campsite, the spirits help you enjoy a restful sleep.

Whenever you take an extended rest outdoors in the wilderness and are not subject to unnatural hazardous conditions (anything that would require you to make an Endurance check or that specifically states it prevents or interferes with the normal benefits of an extended rest), you gain the benefits of sleeping in a *restful bedroll* (*Adventurer's Vault* 176). This means that you start the next day with 1d8 temporary hit points. The temporary hit points last until they are used or until you take another rest (short or extended). If you have a *restful bedroll* and you sleep in it along with gaining the benefits of this effect, you get the maximum of 8 temporary hit points (instead of 1d8).

This benefit does not apply in an urban environment, even if you sleep outside. It is up to your DM whether or not you may claim the temporary hit points at the beginning of an adventure (depending on the circumstances when the adventure begins, you may or may not have been able to sleep outside in the wilderness the previous night).

#### ADAP08 Bane of the Herald of Maram

You have entered the fabled Monument of the Ancients and destroyed Pyricus, the Herald of Maram. The Dawn Titans and their minions now recognize you as one of their greatest foes. When all targets are equal (DM's discretion; for example, the monster is not marked by another PC) and these creatures have a choice of targets, they will target you first.

## DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

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Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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# DUNGEONS & DRAGONS

## SESSION TRACKING

### DUNGEON MASTER

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

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