

MYRE1-2

MY REALMS H2 2009 (MID-HEROIC TIER)

A DUNGEONS & DRAGONS[®] *LIVING FORGOTTEN REALMS* ADVENTURE

A My Realms adventure is the DM's chance to shape the fate of a group of characters. Are you up to the challenge? A Living Forgotten Realms adventure set in the DM's imagination for characters levels 4-7.

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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RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be enrolled in the Wizards Play Network (or WPN for short). Information on enrolling in the program can be found at www.wizards.com/wpn. The person who sanctions the event, called the organizer, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to run this adventure if you are not the organizer.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

To learn more about RPGA event sanctioning and DM Rewards, visit the RPGA website at www.wizards.com/rpga.

WHAT'S A MY REALMS ADVENTURE?

My Realms adventure packets are a part of the Living Forgotten Realms campaign. Unlike other RPGA adventures, My Realms adventures are not adventures you download or buy and run as printed. Instead, you get basic guidelines, a special session tracking form, and two story objects for an adventure that you create and run for your players.

To learn more about the Living Forgotten Realms character creation guidelines and other aspects of the campaign, RPGA event sanctioning, and Dungeons &

Dragons Rewards, visit the RPGA website at www.wizards.com/rpga.

WHAT DO I RUN?

The simple answer is whatever you want! The My Realms adventures are a chance for you, the DM, to let your creativity shine.

This might mean creating an adventure or a group of adventures totally from scratch, giving your home group an exciting sub-plot within the Living Forgotten Realms campaign. It might mean you have an interesting adventure idea to run: maybe a small plot or sub-plot using NPCs or events detailed in published Living Forgotten Realms adventures that have inspired you to build an adventure that dazzles players and adds depth to the Living Forgotten Realms campaign. The choice is yours. The story is yours. Have fun with it!

In this adventure packet, you'll find several things:

- A unique game element (monster, map, trap, etc.) that you can add to your adventure to make it unique for the players.
- Sample plots and rumors to bring your players deeper into the ongoing Living Forgotten Realms story.
- An RPGA session tracking form
- Two customizable story awards

If you're playing this adventure as part of an RPGA-sanctioned event, be sure to complete and turn in the RPGA session tracking form to your organizer directly after play.

WHAT CAN'T I DO WITH A MY REALMS ADVENTURE?

My Realms adventure packets allow you to run your own adventure for a group of 4 to 6 players in a normal Living Forgotten Realms campaign event. It does not give you license to produce and distribute (for sale or for free) your own Living Forgotten Realms adventures.

That said, the intent of the My Realms adventures is for you to create and present exciting Forgotten Realms adventures for a small group of players; anything more than that is beyond the scope and intent of the My Realms adventure program.

To be clear, you cannot do the following with a My Realms adventure:

- You cannot distribute your adventure to another DM, player, or organizer. The maximum number of DMs that can run any unique My Realms adventure is 2, if the adventure had co-creators. My Realms adventures are not intended to be interactives or completely replace standard Living Forgotten Realms adventures officially produced through Wizards of the Coast. However, the adventure creator can DM the adventure personally as much or as little as they would like.
- You cannot “re-skin” an existing adventure with a My Realms adventure. Your adventure should be a unique experience that might have a location, event, or minor NPC from another adventure to link it back to the campaign, but shouldn’t take story or plot elements whole-cloth from another official adventure.
- You cannot create a multi-table experience with a My Realms adventure. My Realms adventures are designed for a single table’s worth of players (4-6 participants).
- You cannot alter the play format of the game through a My Realms adventure. Essentially, you’re playing a standard game of D&D that you created. You cannot create special rules that modify the way a player or character interacts with the Living Forgotten Realms campaign. For example, you couldn’t create a “battle royale” player-versus-player gladiatorial arena (although you could have the PCs fight NPCs in such an arena).

ADVENTURE GUIDELINES

The standard rules for RPGA adventures also hold true for My Realms adventures. They must be ordered and sanctioned just like other adventures, and thus must be played at RPGA-sanctioned events if you are playing it as part of the Living Forgotten Realms campaign.

When running a My Realms adventure as part of an RPGA-sanctioned event, you must follow the RPGA general rules, and the rules detailed in the Living Forgotten Realms Character Creation Guide and other campaign documentation. My Realms adventures can be played multiple times by the same player, just like a standard Living Forgotten Realms adventure. In addition, the same adventure code (such as MYRE1-2) could be played multiple times by the same character,

so long as the actual adventure being played is different from any other My Realms adventure that character has already played.

When you design your adventure, design it for a four-hour time slot for 4-6 players—this is especially true if you are running it as part of a public event.

LEVEL OF PLAY

My Realms adventure packets (and all Living Forgotten Realms adventures) are created for a certain level band. This level band determines the general levels you should design your adventure for, as well as restricting what PC can play the adventure, based on that PC’s level. It also determines the general level of rewards granted for adventure success.

This My Realms adventure packet is created for characters level 4-7, so you should design your challenges for 4-6 characters of those levels. Unless you know the exact levels of your players, you’ll want to scale the adventure for characters level 4-7.

As DM and creator of the adventure, you have discretion when it comes to fitting the challenges of the adventure to your group. If your group finds the challenges too easy or too difficult, feel free to increase or decrease the level of challenge appropriately. The goal is to challenge the PCs and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are ones where failure and character death are possible, but success and rewards are attainable through daring and smart play.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains

full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.

- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

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 easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

HOW MANY ENCOUNTERS?

Much depends on your style as a DM, but the *Dungeon Master's Guide* gives critical advice on creating and running adventures. The advice in the DMG should be the first place you look when creating your My Realms adventure.

In general, the experience point budget (see the following section) that you have to work with allows you to create 2-3 combat encounters and 1-2 skill challenges. Any more than 3 combat encounters risks making the combats too easy or making the game run long. However, it is your adventure. Focus on showing the PCs a fun game.

WHAT RESOURCES CAN I USE?

Simply put, as the creator of your My Realms adventure, you can use any released material published by Wizards of the Coast. Printed content (such as *Monster Manual* books), *Dragon Magazine* article content (upon release of the compiled issue at the end of each month), monster statistics in the D&D Compendium, and monsters, traps, and NPCs of your own design are all approved.

You cannot use material from a 3rd-party publisher in your adventures or publicly unavailable content that is the property of Wizards (for example, if you had access to a monster stat block from an upcoming book that was not yet publicly distributed in some manner by Wizards).

STOCKING YOUR ADVENTURE (EXPERIENCE POINT BUDGET)

When you are creating your adventure, you have a budget of experience points that you can spend to “purchase” the challenges faced by your players and their characters. This XP budget can be used to place monsters in encounters, to build skill challenges, or to offer rewards for minor quests.

My Realms adventures can be designed in one of two tiers: the low tier is optimized for fourth- or fifth-level characters, and the high tier is optimized for sixth- or seventh-level characters. You can also create your adventure for both tiers, and then allow the players to choose which tier they want to play.

Adventure Tier	Encounter XP	Quest XP	GP Per PC
4-7 (Low-5th)	600 per PC	40 per PC	100
4-7 (High-7th)	900 per PC	60 per PC	150

For the low-tier version of your adventure, you have an experience point budget of 600xp per PC. Therefore, if you have 5 players at your table when you run for My Realms adventure, your total XP budget would be 3000xp to create your encounters. You also have a discretionary XP award of 40xp per PC to use as a minor quest award. If you do not give the PCs a minor quest award, that 40xp per PC can be used as part of the XP budget for stocking encounters.

For the low tier, it is strongly suggested that you cap the level of monsters encountered as follows: no minions or regular creatures higher than level 9, no elite creatures higher than level 8, and no solo creatures higher than level 7.

For the high-tier version of your adventure, you have an experience point budget of 900xp per PC. Therefore, if you have 5 players at your table when you run for My Realms adventure, your total XP budget would be 4500xp to create your encounters. You also have a discretionary XP award of 60xp per PC to use as a minor quest award. If you do not give the PCs a minor quest award, that 60xp per PC can be used as part of the XP budget for stocking encounters.

For the high tier, it is strongly suggested that you cap the level of monsters encountered as follows: no minions or regular creatures higher than level 11, no elite

creatures higher than level 10, and no solo creatures higher than level 9.

My Realms adventures should not give major quests awards, nor should they be part of major quests.

TREASURE

The amount of treasure given in your adventure depends on whether the adventure is played at the low or high tier. At low tier, your adventure can be stocked with non-magical treasure (coins, gems, art, etc.) worth 100gp. At high tier, the non-magical treasure value you can reward is 150gp.

In addition, at the end of the adventure, the PCs have access to take what the Living Forgotten Realms campaign calls a “treasure bundle.” For this adventure, the treasure bundles include one of the following:

- Any magic item from the *Player’s Handbook* series (*Player’s Handbook*, *Player’s Handbook 2*, etc.) of the PC’s level or lower.
- An extra 125gp at low tier or an extra 250gp at high tier.

If a PC chooses the first treasure bundle (any magic item), that bundle counts against the limit of one found magic item per level (see the Living Forgotten Realms Character Creation Guide for further details on treasure bundles and found magic items). Note that the player makes the determination on the magic item selected for the first treasure bundle, not the DM.

This treasure number includes any rewards paid to the PCs, or any other wealth they picked up during the adventure. The PCs may not take more than the treasure listed above away from the adventure.

CAMPAIGN CONSIDERATIONS

My Realms adventures are a perfect way to fill in the gaps in plot and story between the more episodic adventures that make up the Living Forgotten Realms campaign. If players want to know why they are in Waterdeep one adventure and Thay the next, a My Realms adventure can be created to answer that question. My Realms adventures can be set anywhere you’d like within the constraints of the Forgotten Realms campaign setting, not just the campaign’s focal regions.

My Realms adventures can also be placed together to form an ongoing sub-plot that the PCs can follow when not taking part in other Living Forgotten Realms adventures.

It is strongly suggested that you avoid using significant NPCs and continuing plots from published Living Forgotten Realms adventures and other products; this helps ensure that your players don't undertake missions or affect NPCs that may show up later under different circumstances. However, do make up your own plots and create your own NPCs! Therein lies the power and utility of the My Realms adventure.

What follows is a list of potential plots that you should feel free to use when making your adventure. You can certainly make up your own, but these may help you get a feel for the Living Forgotten Realms campaign in which your adventure will exist. You can also seed your adventure with rumors from various regions.

LIST OF PLOTS AND RUMORS

AGLAROND

Plot Hook: Ancient songs tell of a great palace built beneath the sea at the foot of the Dragonjaw Mountains. Many have searched for it, but all who have searched have either never found it or never returned.

Rumor 1: The palace may have been built by ancient sea gods and could be full of wondrous treasures.

Rumor 2: One of the ancient songs of the sea palace holds clues as to its location and how to enter it safely.

AKANÛL

Plot Hook: A new cold drink called Zfira is all the rage in the capital of Airspur. Reputedly distilled from the essence of air elementals, the drink is having significant negative side-effects in non-genasi who consume it, including uncontrollable visions and insanity. The government has been strangely silent on the topic and taken no position on the distribution or consumption.

Rumor 1: A nest of umberhulks in Deepspur were found all dead, with no signs of physical damage on their bodies, but floating two inches off the ground.

Rumor 2: An unfettered Kraken, pursued by numerous small dragons, was seen to crash into the ground a short distance from New Breen, in an area called the Crystal Forest.

BALDUR'S GATE

Plot Hook: For decades Baldur's Gate has been a refuge for the Dwarves from the north, discontent with the way their kinsfolk have been dealing with the "orc situation" of the Kingdom of Many Arrows. However, as the orcs have also increased their numbers in the city, members

of their newly formed neighborhood have grown tired of being spurned and will take no more. Tension between these two groups has been built to its highest and the city finds itself at the verge of conflict.

Rumor 1: A rising star and charismatic cleric of Sune has been greatly increasing the attendance of Sune's cults in the Bloombridge District. It is being said that some nobles have an eye on him to represent "the people" in city politics.

Rumor 2: A young halfling newcomer, supposedly idealistic, has been speaking loudly against the thieves' guild. Now he is wanted by the authorities for association with organized crime. Local halfling community wonders if it was all a façade or if the halfling was framed.

CORMYR

Plot Hook: A sinkhole has opened in the ground near Castle Crag. A team is being assembled to explore the depths and, if necessary, close them off.

Rumor 1: The orcs are fighting off a mysterious invasion in the Stonelands.

Rumor 2: A cobalt phoenix has been seen in the night sky over Marsember.

DALELANDS

Plot Hook: Local bard and adventurer Daeran Questar has disappeared when questing for treasure rumored to be found in the ruins of Irythkeep. A harpy family has set up shop there, and one of them has a crush on Daeran, having lured him there to capture him. She has intentions to keep him there until he agrees to marry her.

Rumor 1: Wights and other undead have been spotted south of the Tethyamar trail. Some say these undead issue forth from Sessrendale, the Dead Dale, while others think they come from the underdark.

Rumor 2: Once in a while, rumbles can be heard coming from the constable tower in Daggerdale town, and blue fire occasionally dances along the walls. The well-guarded tower is locked and barred so no one can enter and endanger oneself. Recently, these rumbles have grown in frequency and strength.

DRAGON COAST

Plot Hook: Wild-eyed and dishevelled, a Shou timber merchant stumbled into Nathlekh's foreign quarter late last night. Now the master of his House wants you to

investigate his garbled tale of giant spiders and their draconic riders.

Rumor 1: Fishermen are vanishing all up and down the Long Arm, but no one can say what is taking them or why.

Rumor 2: Giant flying creatures are attacking travellers just west of Nathlekh, swooping in at dawn and dusk when twilight makes it hard to see what they are.

EAST RIFT

Plot Hook: En route to/from Delzimmer, the PCs run across a small village in a state of panic. All the children, 35 in all, disappeared last night without a trace. No tracks or signs of struggle lead out of the village. The only clue - a hysterical woman, who has no children of her own, claims to hear "them" calling her from the village well.

Rumor 1: Durgan Stonespike, Peacehammer Sergeant and legendary drunkard, is paying for any drow caught in the mines of Delzimmer.

Rumor 2: Thistlewip Burgestfry, renowned gnome alchemist, seeks a brave crew to see him safely to the base of the Gnollwatch Mountains. Once there he intends to harvest rare herbal components for his latest concoction.

IMPILTUR

Plot Hook: The former Impilturan mining city of Laviguer lies in ruins since the Spellplague. Rumors of duergar and a great temple of the dark dwarven god Laduegar have lingered for centuries. Now the mines are taken care of by smaller towns, but what has become of ancient Laviguer and why has it not been rebuilt to restore the mining prosperity of Impiltur?

Rumor 1: Duergar have taken over Laviguer and slay all who seek shelter there for the trespass that they believed resulted in the death of their dark deity not heard from since the Spellplague.

Rumor 2: A coalition of monstrous humanoids, led by the duergar from within the Earthspur Mountains, seek to disrupt and take over all of the mining there.

LURUAR

Plot Hook: A week after the capture and execution of a tricky female eladrin slaver, by the name of Talastreon "Tal" Merieona, the owners of taverns and inns throughout Luruar have begun disappearing; a week later, they are found on their doorsteps decapitated.

Rumor 1: A ghostly pirate ship, once seen on the Sea of Swords, has been seen patrolling the mists of the Nether Mountain's pass; the size of the ship is too big for the river's depths.

Rumor 2: A billowing mist, the size that can easily overtake a hamlet, is seen emerging from the location in the Glimmerwood known as "One Stone."

THE MOONSHAE ISLES

Plot Hook: Many creatures of the Feydark have been spotted in and around the Dernall Forest. Rumor has it they are looking for some powerful fey beast to cause chaos and destruction.

Rumor 1: Pirate attacks are on the rise. The Moonshavian authorities are said to offer a bounty to those who would find the guilty party and bring them to justice.

Rumor 2: Some of the local druids talk about some bizarre astronomical conjecture that could spell doom for many islands. The omens are clear: something buried in the sea for a long time may rise again.

SEMBIA

Plot Hook: Poor people in Urmlaspyr disappear for a few days, and when they return they suffer from complete memory loss. Most of their memories return, but not of their disappearance. People blame a monster from the Forbidden Zones, others whisper of dark experiments committed by shades from Netheril, but most don't pay much attention to it.

Rumor 1: A turf war is going on among the gangs of Urmlaspyr. Some whisper it is a struggle for power between Netheril agents and servants of the crown of Cormyr.

Rumor 2: The famous actor Darryl Dimtree died in a freak accident in the theater the Musetrap in Yhaunn, a silver symbol of Selune in his hand.

TYMANTHER

Plot Hook: After stopping the assassination attempt at the Grand Ball, a bigger plot has unfolded. Will the heroes find out who and what the "Rat King" is and put a stop to his murderous vendetta?

Rumor 1: Recent pirate attacks have everyone questioning who is responsible, and more importantly why.

Rumor 2: Many people wonder what the innkeeper in Ruinspoke actually keeps in his cellar.

WATERDEEP

Plot Hook: Several constructs erupted from the House Grifstone Villa on Hassantyr's Street in North Ward. Lord Grifstone states that someone teleported the creatures to his wine cellar, but he will pay for any damages.

Rumor 1: The temple of Tymora will sponsor games of skill with prizes, open to the public, during the upcoming Starfall festival, which is on the 22nd of Marpenoth.

Rumor 2: A deva reputed to be a powerful wizard recently joined the House of Wonder and is conducting a survey of haunted houses in Waterdeep.

OTHER AREAS

Amn: The Cowled Wizards of Amn have recently begun hiring adventurers for expeditions into various savage parts of the world, including the jungles of Chult, the monstrous kingdom of Murrandin, and the Beastlands. Many of these groups have been ordered to collect particular live specimens of flora and fauna from these remote regions, presumably for some sort of magical or alchemical experiment.

Elturgard: The paladins of Elturel have decided to deal once and for all with the pocket of plagueland festering several miles to the south of their fair city. As a first step in their planning, the city's leaders are recruiting explorers brave enough to enter the plaguelands and gather what information they can about the terrain and threats that exist therein.

Moonsea: First Lord Torin Nomerthal of the city of Hillsfar is reputed to be seeking hardy souls to make a journey into the Galena Mountains. He hopes to discover the magical pillar of elemental fire that is thought to exist within one of the caverns in this area.

Thesk: A local resident, rumored to be a retired assassin by the children in his neighborhood, unexpectedly broke his isolation one morning. He came into the streets and began giving the children silver coins by the handful. The next morning he was found dead in the street outside his home.



NEW RULES

DRAGONKIN KOBOLDS

A DRAGONKIN KOBOLD BINDS itself to the service of a dragon, sealing its allegiance by grafting one of its masters discarded scales into the flesh of its chest. It gains powers tied to its master's elemental energy, but surrenders its individuality and free will.

Dragonkin kobolds were introduced in *Draconomicon*. The kobolds presented here are suitable for an iron or bronze dragon. You can customize dragonkin kobolds by changing the energy they wield to match the breath weapon of the dragon they serve.

Dragonkin Channeler	Level 5 Controller
Small natural humanoid, kobold (reptile)	XP 200

Initiative +5 **Senses** Perception +4; darkvision

HP 61; **Bloodied** 30

AC 19; **Fortitude** 16, **Reflex** 18, **Will** 17

Resist 5 lightning

Speed 6

m Shocking Staff (standard; at-will) **⚡ Lightning**
+9 vs. Reflex; 1d6 + 3 lightning damage, and the target is dazed until the end of the kobold's next turn.

A Electrify (standard; recharge 5 6) **⚡ Lightning, Zone**
Area burst 2 within 10 squares; +9 vs. Reflex; 1d6 + 3 lightning damage, and the target is dazed (save ends). *Effect:* The area becomes a zone of difficult terrain until the beginning of the channeler's next turn. Any creature that enters the area takes 5 lightning damage.

R Channel Lightning (immediate reaction, when attacked with a lightning power; at-will) **⚡ Lightning**
The channeler uses the lightning around it to charge its shocking staff and make a ranged 10 attack: +9 vs. Reflex, 3d6 + 3 lightning damage.

Shifty (minor; at-will)

The kobold shifts 1 square.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Unaligned **Languages** Common, Draconic

Str 10 (+2) **Dex** 17 (+5) **Wis** 15 (+4)

Con 13 (+3) **Int** 10 (+2) **Cha** 14 (+4)

Equipment leather armor, staff

DRAGONKIN KOBOLD CHANNELER TACTICS

A channeler wields its draconic master's elemental energy through a mystic connection. In battle, the dragonkin stays near its master's enemies, hoping to be

caught in a breath weapon attack that will allow it to use *channel lightning*. Otherwise, it uses *electrify* to guard its master's flanks or enters melee if it has nothing else to do.

Dragonkin Zealot	Level 5 Lurker
Small natural humanoid, kobold (reptile)	XP 200

Initiative +10 **Senses** Perception +8; darkvision

HP 49; **Bloodied** 24

AC 20; **Fortitude** 16, **Reflex** 19, **Will** 16

Resist 5 lightning

Speed 6

m Dagger (standard; at-will)
+11 vs. AC; 2d4 + 4 damage.

r Shuriken (standard; at-will)
Ranged 6/12; +10 vs. AC; 1d6 + 6 damage.

Run Away and Hide (immediate reaction, when the dragonkin zealot takes damage; recharge when the zealot uses *electric zeal*)

The dragonkin zealot shifts its speed. If it reaches a square where it has cover or concealment, it can make a Stealth check to become hidden.

Electric Zeal (minor; recharge when the zealot uses *run away and hide*) **⚡ Lightning**

The dragonkin zealot deals an extra 3d6 lightning damage with melee attacks until the beginning of its next turn.

Shifty (minor; at-will)

The kobold shifts 1 square.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Unaligned

Languages Common, Draconic

Skills Stealth +11

Str 10 (+2) **Dex** 19 (+6) **Wis** 13 (+3)

Con 13 (+3) **Int** 8 (+1) **Cha** 10 (+2)

Equipment leather armor, dagger, 5 shuriken

DRAGONKIN KOBOLD ZEALOT TACTICS

The zealot spies on intruders in a dragon's territory, trailing them in secret until it is time for an assault. The dragonkin zealot enters battle near cover or concealment so it can use *electric zeal* to empower its attack before dashing away and hiding.

SAMPLE LEVEL 7 ENCOUNTER (XP 1,400)

Ⓜ1 dragonkin kobold channeler (level 5 controller)

Ⓜ2 dragonkin kobold zealots (level 5 lurker)

Ⓜ1 young iron dragon (level 5 solo lurker)*

*Found in *Monster Manual 2*, page 78.

ADVENTURE QUESTIONS

The Living Forgotten Realms campaign uses online adventure questions to track various elements: player success or failure, player-controlled plot direction, player and DM feedback, etc. At the adventure's end, you report what the characters did by answering a number of questions. The answers to those questions are tallied.

In a separate file you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled Adventure Questions, fill in the bubble that corresponds to the best answer for the questions below.

1. Did your group play at the low or high tier?
 - A. Low
 - B. High
2. How many My Realms adventures for level 4-7 characters have you run as a DM?
 - A. 1
 - B. 2-5
 - C. 6-10
 - D. 11+
3. How many RPGA slots (1-4 hour sessions) do you play in a typical month?
 - A. 1
 - B. 2-5
 - C. 6-10
 - D. 11+
4. How many non-RPGA slots of D&D (1-4 hour sessions) do you play in a typical month?
 - A. 1
 - B. 2-5
 - C. 6-10
 - D. 11+

STORY AWARDS

With each My Realms adventure packet, we include two customizable story awards. It is your choice whether or not to use the story objects, as they are tools for you to add depth and some extra reward to your adventure. In some cases, the awards contain blank areas that you can customize to make them applicable to your adventure.

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. Make sure to mark the story award codes next to each character that earned them on the tracking form.

Special Note: The provided certificates allow you to customize your adventure's reward on the certificate. There are form fields in the certificate that you can fill in to describe the awards you have awarded to the characters.

MYRE01 Success!

You have succeeded at your mission. Your bravery and perseverance will be remembered. Your DM may write more specifics about your success in the space below.

MYRE02 Favor of _____

For offering your assistance, you have earned the favor of _____. Having this favor may play an important role in future adventures.