

MYRE2-1

# MY REALMS P2 (MID-PARAGON 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 14-17.

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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## OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an 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 schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at [www.wizards.com/wpn](http://www.wizards.com/wpn). If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards 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 DM this adventure if you are not the organizer.

By scheduling 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 scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at [www.wizards.com/dnd](http://www.wizards.com/dnd) and click on "Events."

## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. 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 on nonplayer characters (NPCs) and monsters appear 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 an officially scheduled event, 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. A lower-case letter (used only in some 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, 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 14-17. 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.

Each adventure 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.

**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

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.

## WHAT'S A MY REALMS ADVENTURE?

My Realms adventure packets are an officially sanctioned part of the *Living Forgotten Realms* campaign. Unlike other RPGA adventures, My Realms adventures are not pre-written adventures that you download or buy. Instead, you get these basic guidelines, a session tracking form, and two customizable story objects. You use these components to create and run your own *Living Forgotten Realms* adventure 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](http://www.wizards.com/rpga).

## WHAT DO I RUN?

The simple answer is: whatever you want! 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. My Realms adventures can even be used to adapt your favorite adventures from the D&D Insider's *Dungeon Magazine*, although you are still limited to the XP and treasure awards specified in this packet. 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, just like 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.

The intent of the My Realms adventures is for you to create and present exciting 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 are not allowed to do any of the following with a My Realms adventure:

- **You may not distribute your adventure** to any other DM, player, or organizer (other than your co-author, if you have one).
- **Each My Realms adventure is limited to a maximum of two (2) named authors.** Only the named authors are permitted to DM a My Realms adventure. However, the creators are allowed to personally DM the adventure as many times as they want.
- **My Realms adventures may not be run as "interactives"** nor may they be used to rewrite or replace the *Living Forgotten Realms* adventures officially sanctioned by Wizards of the Coast.
- **You may not "re-skin" an existing *Living Forgotten Realms* adventure** with a My Realms adventure. Your adventure should be a unique experience. You are allowed to feature a location, event, or minor NPC from another adventure to link it back to the main LFR campaign, but you shouldn't rewrite the story or reuse major plot elements from an official adventure.
- **You may not create a multi-table experience** with a My Realms adventure. My Realms adventures are designed to be played by a single RPGA-standard table (4-6 players and one DM).
- **You may not alter the play format of the game** through a My Realms adventure. Essentially, you're playing a normal game of D&D using the adventure that you created. You cannot invent your own special rules that modify the way a player or character interacts with the *Living Forgotten Realms* campaign.
- **There must never be direct PC-versus-PC combat** in any *Living Forgotten Realms* adventure, including a My Realms adventure. You may not force or permit player characters to fight directly

against other player characters. For example, you could not write a My Realms adventure featuring a "battle royale" set in a player-versus-player gladiatorial arena (although it would be fine to pit the PCs against NPC gladiators in such an arena). The dominated condition is part of the core rules, and characters subjected to that condition may temporarily be forced to attack one another, but adventures may not be designed in a way that individual PCs or groups of PCs are intended or allowed to engage in direct combat against one another.

## ADVENTURE GUIDELINES

All the standard rules for RPGA adventures hold true for My Realms adventures. The My Realms adventure must be ordered and sanctioned just like all other *Living Forgotten Realms* adventures. My Realms adventures may be offered at either Public Play or Private Play events.

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 MYRE2-1) can 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 (like 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 the P2 level band (levels 14-17), so you should design your adventure to challenge a group of 4-6 characters of those levels. Unless you know the exact levels of the characters your players will be bringing to the table,

you'll want to prepare two sets of stat blocks (one for low tier and another for high tier).

As DM and creator of the adventure, you have very wide 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.

## HOW MANY ENCOUNTERS?

Much depends on your style as a DM, but the *Dungeon Master's Guide* and *Dungeon Master's Guide 2* give excellent advice on creating and running adventures. These sourcebooks should be the first place you look for guidance 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 too 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 material published by Wizards of the Coast and anything you create yourself. Printed content (such as *Monster Manual* books), *Dragon Magazine* article content (upon release of the compiled issue at the end of each month), anything in the *D&D Compendium*, and even monsters, traps, and NPCs of your own design are all approved.

You cannot use material from a third-party publisher in your adventures, nor may you use publicly unavailable content that is the property of Wizards of the Coast (for example, if you have access to a monster stat block from an upcoming book that has not yet been publicly distributed in some manner by Wizards of the Coast, you may not use that material in a My Realms adventure).

You may use a My Realms adventure to adapt adventures from *Dungeon Magazine*. This will probably require you to adjust the stat blocks in the adventure (unless it happens to be written for exactly the right level of characters). No matter what rewards the *Dungeon*

adventure gives out, you may not award more than the XP and treasure listed in this packet. Most *Dungeon* adventures are too long to run in a single 4-hour RPGA slot, so you will likely need to simplify the adventure down to just the key encounters. However, if you know that you will be running for the same group of players with the same characters for an extended period of time, you may extend your My Realms adaptation over multiple sessions (each 4-hour game session still awards its own XP and treasure, and each session's awards are subject to the limits found in this packet). In this fashion you could play a very long *Dungeon Magazine* adventure over two, three, or more individual sessions.

Remember that just because you are allowed to use your own legally-purchased materials published by Wizards of the Coast in your My Realms adventures, this does not give you any right to redistribute or republish those materials. All published content is protected by copyright law, and the trademarks of Wizards of the Coast are protected by trademark law, in the United States and other countries.

## 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, traps, and hazards in encounters; to build skill challenges; and to offer rewards for minor quests.

Living Forgotten Realms adventures typically offer both a "low tier" and a "high tier" version. If you know the target character levels, you don't have to create both versions. You can also create a version of your adventure that supports both tiers, and then allow the players to choose which tier they want to play.

Tier	Encounters	Quests	Treasure
14-17 (Low-15th)	3,600 XP per PC	240 XP per PC	2,200 gp per PC
14-17 (High-17th)	4,800 XP per PC	320 XP per PC	6,000 gp per PC

### LOW TIER (TARGET LEVEL 15)

For the low-tier version of your adventure, you have an experience point budget of 3,600 XP per PC. Therefore, if you plan to have 5 players at your table when you run your My Realms adventure, your total XP budget would

be 18,000 XP to create your encounters. (It's generally best to design your adventure for 5 PCs, and make some notes for how you would scale the adventure up if you have 6 players, or how you would scale it down if you have 4 players. The *Dungeon Master's Guide* explains how to do this.) You also have a discretionary XP award of 240 XP per PC to use as a minor quest award. If you do not give the PCs a minor quest award, then you can add that XP to your 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 19, no elite creatures higher than level 18, and no solo creatures higher than level 17.

### HIGH TIER (TARGET LEVEL 17)

For the high-tier version of your adventure, you have an experience point budget of 4,800 XP per PC. Therefore, if you have 5 players at your table when you run your My Realms adventure, your total XP budget would be 24,000 XP to create your encounters. You also have a discretionary XP award of 320 XP per PC to use as a minor quest award. If you do not give the PCs a minor quest award, then you can add that XP to your 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 21, no elite creatures higher than level 20, and no solo creatures higher than level 19. (Be careful when using level 21 creatures; they are designed to challenge both high Paragon and low Epic tier characters. The damage output and special abilities of level 21 monsters sometimes take a big jump over their level 20 counterparts.)

My Realms adventures may not give out Major Quest XP awards.

## TREASURE

The amount of treasure you can place 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 up to 2,200 gp per PC. At high tier, the non-magical treasure value you can reward is 6,000 gp per PC.

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 the following options:

- 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 3,300 gp at low tier or an extra 6,500 gp at high tier.

If a PC chooses the first treasure bundle (any magic item from any *Player's Handbook*), 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 by his or her character, not the DM.

The total gold you can distribute in your adventure includes any rewards paid to the PCs and any other wealth they picked up during the adventure. You may place magic items in the adventure (typically in the hands of NPCs) but the PCs may not choose these items as treasure bundles unless the item comes from the *Player's Handbook* series and the item level is equal to or less than the PC's level. However, if the PCs find magic items during the adventure (such as by taking the items from defeated enemies) they may use those items for the rest of the adventure, in accordance with the rules specified in the *Living Forgotten Realms Character Creation Guide*.

Under no circumstances may a PC exit any *Living Forgotten Realms* adventure, including a My Realms adventure, with more gold than the maximum gold reward for that adventure (other than by selling some of the character's existing items, which isn't really part of the adventure's rewards). This is an ironclad rule even though we cannot list every possible contingency. No matter what clever meta-game trick someone comes up with, if it appears to create an exception to this rule and allow a character to sell an item for 100% of its market value or otherwise convert any item into a higher amount of gold than the item would sell for, it automatically fails.

For example, you cannot write a My Realms adventure where the PCs feed all their magic weapons to a rust monster in order to gain residuum which they then convert to additional gold. However, should a character's magic items be destroyed by a rust monster, the PC may use the residuum at the end of the adventure to replace any destroyed item with the exact same item. For example, if a character's +2 *flaming longsword* was destroyed by a rust monster, the character



may replace it with a new +2 *flaming longsword*, but may not use the 5,000 gp worth of residuum to purchase a +2 *symbol of battle*. Since PCs cannot gain more gold than the adventure's listed maximum, if they do NOT use the residuum to replace their destroyed items, the excess gold value is lost.

## CAMPAIGN CONSIDERATIONS

My Realms adventures are a perfect way to fill in the gaps in plot and story between the 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, we do encourage you to 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. These plots have been suggested by the campaign staff and are not intended to be the subject of future official *Living Forgotten Realms* adventures, so you are free to take them and run with them without fear of a future story conflict. You can certainly make up your own, but these plots may help you get a feel for the *Living Forgotten Realms* campaign in which your adventure will exist. The rumors can be seeded across different adventures to give your players a sense of what's going on in the broader world, not just the location where their current adventure takes place.

## LIST OF PLOTS AND RUMORS

### AGLAROND

**Plot Hook:** A Red Wizard in the city of Mulmaster claims to possess a spellbook that once belonged to the Simbul herself. In exchange for turning this priceless tome over to the Simbarch Council, the Red Wizard has demanded that Aglarond send a team of adventurers to steal a portal key from the manor house of Tharchion Sylora Salm in the city of Eltabbar (FRCG 181). Killing the Tharchion is not part of the mission; this particular portal is unknown even to Szass Tam himself, making it especially valuable, so the Red Wizard doesn't want any undue attention drawn to the theft.

**Rumor 1:** The Velprin Witches, six sisters who live in an old mansion on the western edge of the Yuirwood (FRCG 89), have summoned an infernal being so powerful that not even they can control it.

**Rumor 2:** A wealthy water genasi merchant from Akanul is offering a huge reward for the recovery of a certain artifact from the sunken city known as Laothkund the Drowned (FRCG 89).

### AKANUL

**Plot Hook:** Something strange is happening to the miners and other residents of Deepspur (FRPG 78). Genasi and other humanoids have been disappearing, and the flow of precious gems and metals has stopped. Queen Arathane's treasury cannot abide this disruption for long. The PCs soon discover that many of the miners have gone missing, while others wander the tunnels and caverns at random, seemingly bereft of all sense, whispering madly to themselves. Bizzare, bloody scrawls on the floors and walls hint at terrors from the Far Realm. The true source of the problem is a derro infestation.

**Rumor 1:** A wealthy air genasi nobleman has learned that one of his rivals, a water genasi merchant, is seeking adventurers to recover a certain artifact from the sunken city known as Laothkund the Drowned (FRCG 89). The air genasi is looking for explorers of his own to get the artifact first, so that he can sell it to his rival at a very dear price.

**Rumor 2:** Although Akanul and Calimshan have no formal diplomatic relations, a series of high-ranking fire genasi emissaries have been going back and forth between Almraiven and Airspur for the last several months. What could they be negotiating?



## BALDUR'S GATE

**Plot Hook:** The Keeper of the Tomes rarely ventures outside the walls of Candlekeep. However, a rare opportunity has arisen that demands a personal visit. An elderly Cowled Wizard in the city of Amn has offered to donate his entire collection of pre-Spellplague volumes to the Great Library, but only if the Keeper comes to collect them personally. The PCs are asked to provide security for the visit, as there are many who would relish the opportunity to strike at the Keeper while he is away from the safety of the heavily-fortified keep. The books are real, but the offer is a trap: the scholar was once spurned by Candlekeep, decades ago, and has never forgotten the slight. With the assistance of the Shadow Thieves, he has turned his entire manor house (which is heavily warded against teleportation rituals and planar travel) into an elaborate deathtrap for the Keeper and the PCs.

**Rumor 1:** High Priest Faenor of the High House of Wonders has demanded a greater role for the church of Oghma in the day-to-day administration of Baldur's Gate. Tongues are wagging about how Grand Duke Portyr should respond to this theocratic overture.

**Rumor 2:** The water genasi of Branestria (FRPG 82) seek to form an alliance with their brethren in Akanul.

## CORMYR

**Plot Hook:** One of Netheril's famed flying fortresses has crossed the border into Cormyr and is headed towards Wheloon. The Netherese ambassador denies all involvement, claiming the fortress was recently stolen by unknown forces, but generously offers to teleport a battalion of Netherese troops and wizards to recapture it.

**Rumor 1:** A group of young knights is planning to rid the King's Forest of bandits.

**Rumor 2:** Creatures emerge nightly from Tilverton Scar to test the fortress defenses.

## DALELANDS

**Plot Hook:** A dwarven expedition for the mines of Tethyamanar has gone missing. The last sign of life was a sending, reporting the discovery of a ruined outpost, littered with the bodies of lizard-like giants. Something has taken control over the mines - and the Brightblade dwarves of Anathar's Dell in Daggerdale desire it dealt with before they move in to claim their heritage. Meanwhile, Plague creatures, some tainted by shadow, are rising up from the underdark, making the trek into the Desertsmouth mountains ever more dangerous.

**Rumor 1:** Bloody conflict has broken out between factions among the Cormanthor drow. The Jaelre and Azkouvyn clans have ousted the spider-kissers - Lolth worshipping drow - and seemed to have turned to other worship. Raiding parties have been seen at Szith Morcane, seeking a foothold in that area.

**Rumor 2:** Strange salt statues have been encountered north of Daggerdale, in the direction of the Moonsea. Some of these crumbling forms resemble people, fleeing for their lives. Many of these seemingly petrified creatures are missing their heads.

## DRAGON COAST

**Plot Hook:** The undead stone giant king Dodkong and his council of Death Chiefs (reanimated chieftains of the individual clans) have largely kept to themselves for the last fifteen hundred years. Recently, they have become much more aggressive, striking fear into anyone and everyone in and around the Giant's Run Mountains. The town of Elversult lacks the might of Westgate and is not a protectorate of Cormyr like Teziir. Its leaders are worried that the giants are amassing an undead army to send directly at them. They ask the PCs to locate the city of Cairnheim (FRCG 117) and "encourage" Dodkong to rein in his ambitions. A group of derro currently have the undead king's ear and have been encouraging him to take increasingly irrational actions.

**Rumor 1:** The rumors of a functioning *skyship* under the control of the Blue Dawn pirates in the barren seaport of Ilpur (FRPG 92) are true. The First Lord of Westgate is said to be extremely interested in bringing this vessel under his personal control.

**Rumor 2:** Not long ago, an army of plaguechanged monsters attacked the city of Elturel (FRCG 124). Although the invasion was stopped, the leaders of Elturel have been seeking any and all information on the Spellplague. The High Observer of Torm is looking for adventurers to explore the ruins of Starmantle (FRCG 117), in search of artifacts or knowledge that might help Elturel better defend itself against future attacks.

## EAST RIFT

**Plot Hook:** For years, the followers of Sseth have been conducting experiments on kidnapped elves from Elfharrow. These powerful yuan-ti are based in the ruined city of Lhesper, within the Shaar Desolation. Now they have amassed an army of serpentine aberrations and are preparing to strike at the city of Delzimmer. One of these hapless creatures managed to retain a few shreds of free will. It escaped, though it was

badly injured, and has managed to drag its broken body through the desert, where it encounters the PCs (who may kill it based on its abomination-like appearance before realizing that it is trying to communicate with them). Following this disturbing discovery, the PCs must backtrack the creature's path into the Desolation, where they discover the yuan-ti army preparing to strike.

**Rumor 1:** Derro have been sighted in large numbers traveling through the tunnels near Underwatch (FRCG 121). Their madness usually precludes them from taking any sort of organized action, but could they be preparing for something?

**Rumor 2:** The Underdark settlement of Earth's End (FRCG 226) is connected to the East Rift by a road running through the Underchasm. The Crafty Kobold Salvage Company is thinking about establishing a permanent trading post in Earth's End.

#### IMPILTUR

**Plot Hook:** The withdrawal of the Great Glacier from the Earthspur Mountains (FRPG 106) has led to a spike in monster activity. Roaming undead have been sighted in ever-increasing numbers, and now several small mining settlements have been completely wiped out. Asked to investigate, the PCs are soon attacked by frost giant boneclaws (*Revenge of the Giants*) and moilian dead (*Dragon Magazine* 371). After fending off the initial attacks, the PCs eventually discover that the undead are under the command of an icewrought dracolich (*Draconomicon*) that had been entombed within the Great Glacier, but was recently freed.

**Rumor 1:** The royal line of King Imbrar II, thought to have died out during the Year of Blue Fire, was secretly preserved. The Grand Council will stop at nothing to find and eradicate any heirs of the true monarchy that they discover.

**Rumor 2:** Behroun Marhana, a member of the Grand Council, is actually a thrall of the aboleths of the Sea of Fallen Stars, drawing on the aberrant magic of the Far Realm to sustain his own life unnaturally and strike at his enemies. House Marhana's corruption must be purged!

#### LURUAR

**Plot Hook:** (From the FRCG, page 146): *Before she passed away, High Lady Alustriel of Silvermoon founded a mutual defense league in the region. Her son Methrammar Aerasumé came to head a more diminished league. The dwarves of Adbar, Mithral Hall, and Felbarr parted ways with the others, unwilling to compromise their own defenses by shoring up the*

*smaller settlements in the area. The dwarves remain potentially powerful allies of Luruar but are not always reliable.*

The PCs, being prominent and powerful adventurers, are asked to go to each of the three dwarven settlements and negotiate their return to the mutual defense league. Each settlement has a unique set of diplomatic, monetary, and military demands that must be fulfilled before it will agree to rejoin the league. This framework can form the basis of a number of My Realms adventures, in which the PCs rebuild alliances with one or all of the dwarven enclaves. For example, the dwarves of Mithral Hall might send the PCs on various missions into the Underdark to strike at Menzoberranzan; the drow and dwarves have a long and bloody history.

**Rumor 1:** A plaguechanged wight known as the Mound King commands an undead army within the Nether Mountains. The Mound King has recently formed an alliance with shades and humans from Netheril for a combined attack against Luruar.

**Rumor 2:** Hill giants are being sighted outside their usual territory in the Evermoors. Something even more powerful at the heart of the moor has driven the giants mad with terror.

#### MOONSHAE ISLES

**Plot Hook:** The boundaries between the Feywild and the world are thin across the Moonshaes, but nowhere more so than Citadel Umbra (FRCG 153). Cyclopes and sinister fey are thick in the area. This plot hook works best if the PCs need something that only the High Lady Ordalf, ruler of the eladrin of Gwynneth, can provide. The Llewylrr do not take kindly to non-fey visitors, but the High Lady is willing to make a one-time exception for the PCs, if they undertake a mission for her. The corruption at Citadel Umbra has grown intolerable, and the High Lady wants the PCs to cleanse the fey mound in the forest of Winterglen. Atop the mound stands a desolate tower. The mound itself is also riddled with tunnels and subterranean halls. A number of bizarre sculptures serve as the interface to the portal, and the PCs must figure out how to destroy or deactivate each of these statues in order to end the contagion.

**Rumor 1:** A showdown is coming between the Northlanders of Stormbanner Hold and the nation of Amn. The Amnians are tired of having their ships sunk in the vicinity of Snowdown and are sending an armada led by Cowled Wizards to strike back at Norland.

## TYMANTHER

**Plot Hook:** Defeating the “King”, you were correct in deducing that the “Queen” holds the real power. Tracking her to the mountainous lair is one thing but destroying her is another.

**Rumor 1:** A shipwreck near Messemprar is surely more than what it seems.

**Rumor 2:** The innkeeper in Ruinspoke has the keys to a portal of unknown origin and destination.

## WATERDEEP

**Plot Hook:** Lord Ran Grifstone is seeking adventurers to find the evidence he needs to expose the crimes of an upstart noble of House Sowarren (former merchants who bought a noble title 20 years ago).

**Rumor 1:** A shape-changed dragon is rumored to be residing in Waterdeep in spite of the dragon ward, but the rumors differ on whether it is a protector or a threat.

**Rumor 2:** The Shadow Thieves of Amn have returned to Waterdeep.

## CORE: TURMISH

**Plot Hook:** The druids of the Emerald Enclave (FRCG 185) harbor a burning hatred for all spellscarred creatures. They have been fighting a losing battle for decades against the changes wrought by the Spellplague. The city of Elturel was recently attacked by an army of plaguechanged creatures. Either the High Observer of Torm or the enigmatic copper dragon Tyrangal asks the PCs to gain an audience with a female eladrin named Cindermoon, leader of the Emerald Enclave. The PCs' patron hopes that the druids may have knowledge that might help the holy champions of Elturgard in their ongoing fight against the ever-encroaching plagueland.

Unfortunately, Cindermoon is barely holding on to her own sanity, and demands that the PCs undertake a dangerous mission into the plaguelands to the south of Turmish before she will agree to share the knowledge and rituals that her order has developed. This plot hook could be used as a way for the PCs to gain access to the Purge Spellplague or Purify Spellscarred rituals (FRPG 144).

## CORE: DEEP IMASKAR

**Plot Hook:** The wizards of Deep Imaskar (FRCG 225) have recently had success in cleansing nearby areas of Spellplague, and it is said that they have even managed to reverse some spellscars, especially on those recently afflicted. These efforts are of great interest to the rulers of the city of Elturel, which has recently suffered a tremendous amount of damage at the hands of an invading army of plaguechanged creatures. The PCs are asked by the Temple of Torm to visit Deep Imaskar and see what they can learn. Many of Elturel's soldiers and citizens became spellscarred during the recent battle, so finding a "cure" would be a huge boon to the city's rebuilding effort.

Unfortunately, approaching Deep Imaskar through the Underdark is nearly impossible, as the entire area is surrounded by seething plaguelands. In order to reach Deep Imaskar, the PCs must begin their journey in High Imaskar (FRCG 138). In order to gain access to the portals to Deep Imaskar, the PCs first need to get the permission of the Empress Ususi. There is no relationship between the Empress and the nation of Elturgard, but the PCs may well have favors from Tymanter, one of the only nations that is an ally of High Imaskar. Lord Tuanek of Ruinspoke can assist the PCs with gaining the necessary diplomatic access, as Ruinspoke is the main passage for trade caravans between High Imaskar and Tymanter.

However, before she will grant the PCs permission to use the portal network, the Empress requires them to deal with a sect of devil-worshipping cultists, followers of Mephistopheles, who have been terrorizing the citizens of High Imaskar. Their leader is called the Son of the Eighth. (This would be an excellent excuse to bring in some monsters from the *Demonomicon* sourcebook.)

Once the PCs have defeated the cultists, the Empress allows them to use the portals to Deep Imaskar (FRCG 222). One final threat awaits them there: as the PCs are meeting with the wizards, Deep Imaskar is attacked by forces under the command of the Masters of Absolute Accord (FRCG 264).

## STORY AWARDS

With each My Realms adventure packet, we include a set of customizable story awards. It is your choice whether or not to use these awards. They are intended as tools for you to add depth and some extra reward to your adventure. 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 that you determined when writing the adventure. Pass out certificates to the players for their story awards. Strike through any story awards that you do not want to use, or that the PCs did not earn during the adventure. The PCs may earn all three story awards, if you wish.

**Special Note:** The provided certificates allow you to customize your adventure's story awards directly 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. There is also a generic "DM Notes" field where you can record any other tracking information that you might want to use in a future My Realms adventure. This can be especially helpful if you plan to create a series of linked My Realms adventures.

### **MYRE21 Victory!**

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

### **MYRE22 Favor of ...**

You have earned the favor of the above-named entity. This favor may become quite valuable in future My Realms adventures. Your DM may write more specifics about this situation in the space below.

### **MYRE23 Enmity of ...**

You have antagonized the above-named entity. This may come back to haunt you in future My Realms adventures. Your DM may write more specifics about this situation in the space below.

## EXCERPT: DERRO (MONSTER MANUAL 3)

Derros are warped descendants of a mad, power-hungry civilization that nearly ripped apart the planes when the world was still young. Craving primordial power but unwilling to bend their knees to any master, the derros created portals to the Far Realm in hopes of harnessing its power. They unleashed only madness and horror, and were plunged into darkness. Centuries spent languishing in their ruined cities have not dissuaded the derros from their deviant activities.

Derros have no allies among Underdark civilizations; they are regarded as enemies by all other races that make their home in the dark. They regularly raid neighboring civilizations and make forays from the Underdark to the surface world. Derro raiders snatch up slaves to spawn aberrant horrors. Their world is one of suffering and desire, of unchecked paranoia and brutal treachery. Even the decadent drow cannot tolerate the derros and have sworn eternal war against them.

Derro Warrior	Level 13 Artillery
Small natural humanoid	XP 800
HP 101; Bloodied 50	Initiative +12
AC 27, Fortitude 24, Reflex 27, Will 24	Perception +9
Speed 5	Darkvision
Saving Throws +2 against fear effects	
TRAITS	
<b>Combat Advantage</b>	
The warrior deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
<b>m Dagger (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d4 + 9 damage.	
<b>C Bolt Spray (weapon) • Recharge 5 6</b>	
Requirement: The warrior must be wielding a repeating hand crossbow.	
Attack: Close blast 5 (creatures in blast); +20 vs. AC	
Hit: 2d8 + 7 damage, and the warrior pushes the target 1 square.	
MINOR ACTIONS	
<b>R Repeating Hand Crossbow (weapon) • At-Will</b>	
Attack: Ranged 10/20 (one creature); +20 vs. AC	
Hit: 1d8 + 5 damage.	
FREE ACTIONS	
<b>Strength of Madness • Encounter</b>	
Requirement: The warrior can use <i>strength of madness</i> only during its turn.	
Effect: Roll a d6 and add the result as a power bonus to the warrior's attack rolls until the end of its next turn. In addition, the warrior grants combat advantage until the end of its next turn.	
<b>Skills</b> Intimidate +13, Stealth +17	
<b>Str</b> 11 (+6)	<b>Dex</b> 22 (+12) <b>Wis</b> 6 (+4)
<b>Con</b> 17 (+9)	<b>Int</b> 10 (+6) <b>Cha</b> 14 (+8)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Deep Speech	
<b>Equipment</b> leather armor, dagger, repeating hand crossbow, 4 magazines of 10 bolts each	

Derro Thug	Level 14 Minion Brute
Small natural humanoid	XP 250
HP 1; a missed attack never damages a minion.	Initiative +9
AC 26, Fortitude 25, Reflex 24, Will 25	Perception +5
Speed 5	Darkvision
STANDARD ACTIONS	
<b>m Club (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 14 damage.	
TRIGGERED ACTIONS	
<b>Mad Sacrifice • Encounter</b>	
Trigger: The thug misses with an attack.	
Effect (Free Action): The attack instead hits, and the thug drops to 0 hit points.	
<b>Str</b> 13 (+8)	<b>Dex</b> 14 (+9) <b>Wis</b> 6 (+5)
<b>Con</b> 18 (+11)	<b>Int</b> 8 (+6) <b>Cha</b> 16 (+10)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Deep Speech	
<b>Equipment</b> leather armor, light shield, club	

Warped Slave	Level 16 Brute
Large aberrant humanoid	XP 1,400
HP 193; Bloodied 96	Initiative +11
AC 28, Fortitude 29, Reflex 26, Will 29	Perception +7
Speed 6 (can't shift)	Darkvision
TRAITS	
<b>Disintegrating Mind (psychic) • Aura 1</b>	
Any enemy that ends its turn within the aura takes 5 psychic damage.	
Whenever a derro within the aura uses <i>strength of madness</i> , the warped slave can use <i>tentacle</i> as a free action.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d12 + 6 damage.	
<b>M Tentacle • At-Will</b>	
Attack: Melee 2 (one creature); +19 vs. Reflex	
Hit: 2d12 + 6 damage, and the warped slave grabs the target. The warped slave then pulls the target 1 square.	
<b>C Flailing Tentacles • At-Will</b>	
Requirement: The warped slave must be bloodied.	
Attack: Close burst 2 (enemies in burst); +21 vs. AC	
Hit: 2d12 + 6 damage, and the warped slave pulls the target 1 square.	
<b>Str</b> 18 (+12)	<b>Dex</b> 16 (+11) <b>Wis</b> 8 (+7)
<b>Con</b> 23 (+14)	<b>Int</b> 4 (+5) <b>Cha</b> 23 (+14)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Deep Speech	

Derro Harvester	Level 15 Lurker
Small natural humanoid	XP 1,200
HP 116; Bloodied 58	Initiative +17
AC 30, Fortitude 27, Reflex 28, Will 26	Perception +10
Speed 6	Darkvision
TRAITS	
Combat Advantage	
The harvester deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage.	
M Harvest (weapon) • At-Will	
Requirement: The harvester must have started its turn hidden from the target.	
Attack: Melee 1 (one creature); +18 vs. Fortitude	
Hit: The target falls unconscious (save ends).	
Flee to the Shadows • At-Will	
Effect: The harvester moves its speed. If it has concealment at the end of its move, it can attempt a Stealth check to become hidden.	
Life in Chains • At-Will	
Requirement: The harvester must be holding shackles.	
Effect: The harvester shackles one Medium or smaller helpless creature that is adjacent to it until the creature succeeds at using the escape action against the harvester. While shackled, the creature is restrained. In addition, it falls prone whenever it is hit by a melee attack.	
FREE ACTIONS	
Strength of Madness • Encounter	
Requirement: The harvester can use <i>strength of madness</i> only during its turn.	
Effect: Roll a d6 and add the result as a power bonus to the harvester's attack rolls until the end of its next turn. In addition, the harvester grants combat advantage until the end of its next turn.	
Skills Stealth +18	
Str 10 (+7)	Dex 22 (+13) Wis 6 (+5)
Con 20 (+12)	Int 11 (+7) Cha 17 (+10)
Alignment chaotic evil Languages Common, Deep Speech	
Equipment leather armor, war pick, 1 set of shackles	

Derro Savant	Level 16 Controller
Small natural humanoid	XP 1,400
HP 154; Bloodied 77	Initiative +10
AC 30, Fortitude 27, Reflex 28, Will 29	Perception +6
Speed 5, teleport 3	Darkvision
STANDARD ACTIONS	
m Scourge (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and the target takes a -2 penalty to attack rolls until the end of the savant's next turn.	
r Mind Scourge (implement, psychic) • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Will	
Hit: 3d6 + 8 psychic damage, and the target chooses either to take ongoing 10 psychic damage (save ends) or be dazed (save ends).	
Window to Madness (implement, psychic, zone) • Recharge when this power's zone ends	
Effect: The savant creates a zone in an area burst 1 within 10 squares centered on an ally. The zone lasts until the end of the encounter. A nonderro that enters the zone or ends its turn there takes 10 psychic damage. The savant can end the zone as a minor action.	
MINOR ACTIONS	
Dance of Madness • At-Will	
Effect: The savant slides each creature within the zone created by <i>window to madness</i> 2 squares.	
FREE ACTIONS	
Strength of Madness • Encounter	
Requirement: The savant can use <i>strength of madness</i> only during its turn.	
Effect: Roll a d6 and add the result as a power bonus to the savant's attack rolls until the end of its next turn. In addition, the savant grants combat advantage until the end of its next turn.	
Skills Arcana +18	
Str 9 (+7)	Dex 14 (+10) Wis 6 (+6)
Con 18 (+12)	Int 21 (+13) Cha 23 (+14)
Alignment chaotic evil Languages Common, Deep Speech, telepathy 10	
Equipment scourge, orb	

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

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

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

*My REALMS ADVENTURE:*

\_\_\_\_\_

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You have succeeded at your mission. Your bravery and perseverance will be remembered.

### MYRE22 Favor of \_\_\_\_\_

You have earned the favor of the above-named entity. Having this favor may play an important role in a future adventure.

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Other DM Notes:

# DUNGEONS & DRAGONS

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Other DM Notes:

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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	RPGA/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

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