

MYRE1-1

MY REALMS H1 2009 (LOW-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 1-4.

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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This is an official RPGA[®] play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/rpga.

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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 MYRE1-1) 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 1-4, 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 1-4.

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 first- or second-level characters, and the high tier is optimized for third- or fourth-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
1-4 (Low-2nd)	375 per PC	25 per PC	75
1-4 (High-4th)	525 per PC	35 per PC	100

For the low-tier version of your adventure, you have an experience point budget of 375xp per PC. Therefore, if you have 5 players at your table when you run for My Realms adventure, your total XP budget would be 1875 to create your encounters. You also have a discretionary XP award of 25xp per PC to use as a minor quest award. If you do not give the PCs a minor quest award, that 25xp 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 6, no elite creatures higher than level 5, and no solo creatures higher than level 4.

For the high-tier version of your adventure, you have an experience point budget of 525xp per PC. Therefore, if you have 5 players at your table when you run for My Realms adventure, your total XP budget would be 2625 to create your encounters. You also have a discretionary XP award of 35xp per PC to use as a minor quest award. If you do not give the PCs a minor quest award, that 35xp 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 8, no elite creatures

higher than level 7, and no solo creatures higher than level 6.

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 75gp. At high tier, the non-magical treasure value you can reward is 100gp.

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 50gp at low tier or an extra 75gp at high tier.
- A *potion of healing* at low tier, or a *potion of healing* + 25gp 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 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: Centuries ago the famous pirate, Ostor the Red, hid his treasure somewhere along the Wizard's Reach coastline. But the secret of the treasure's location was lost when Ostor's ship sank off the coast while he was returning to retrieve it.

Rumor 1: A fisherman claims to have found the haunted hulk of an ancient ship in a hidden cove, no doubt bared decades ago by the subsidence of the Sea of Fallen Stars.

Rumor 2: A beachcomber claims he has found an honest-to-goodness pirate treasure map.

AKANÛL

Plot Hook: Hauntingly beautiful music with no known source is emanating from the mists of Lower Breen. The port authority has offered a bounty on ending this mystery, since sailors believe that hearing the final verses of the music is a prelude to disaster.

Rumor 1: Merchants travelling to Airspur swear that a tidal bore rushed by them on a river near the capital - but that river has no tidal bores.

Rumor 2: Two large forest earthmotes near Deepspur are about to be declared off-limits to all by the Civil Guard as the aberration attacks increase in the city.

BALDUR'S GATE

Plot Hook: After an undead infestation at the Bloombridge district of Baldur's Gate was contained by

the Flaming Fist, the city watch, and courageous adventurers, the neighborhood has been cleared from most traces of the infestation, when the powers of an ancient artifact have been contained. However, some strong-willed ghosts and undead have managed to free themselves from the lures of the artifact, and can now be found in the streets of Baldur's Gate.

Rumor 1: Lesser merchants and low nobles from the poorer neighborhoods fear spellscarred are forming a brutish, yet efficient, new criminal group.

Rumor 2: Recent improvements to the city sewers have led to the discovery of a network of old, crumbling tunnels dating back to the early settlement of Baldur's Gate.

CORMYR

Plot Hook: A mysterious stranger has taken over the center of town, challenging all comers to a duel to the death. His motives are unknown, but already a score of heroes lie dead at his feet.

Rumor 1: Every full moon, the fairy ring in the forest opens on to a realm of unending festivities.

Rumor 2: The old witch under the waterfall is actually a princess under a magic spell.

DALELANDS

Plot Hook: A group of goblins recently escaped servitude of the fire giants of Maerimydra and entered Daggerdale. Their occasional raids are destructive, as they set fire to everything in their wake, a tribute to their primordial masters.

Rumor 1: Travelers on the Dagger Ride (the road from the North Ride to Daggerdale) have seen flashes of light and heard strange sounds coming from the ruins of Irythkeep.

Rumor 2: Bloody sacrifices to the god Malar have been found on the area for the past months. They are attributed to gnolls. Recently, these sacrifices have been found set afire.

DRAGON COAST

Plot Hook: The Westgate nobleman says his lady lost her locket, but she disagrees. She says the maid servant took it, but the maidservant lies dead and no one knows why.

Rumor 1: There's something special about her ladyship's garden, the most beautiful of its kind...to be found this end of the Golden Way.

Rumor 2: Even the most manicured of gardens has its wild side.

EAST RIFT

Plot Hook: The PCs, en route to either Delzimmer or Eartheart via the Dust Road, plan to end their day's journey at a lesser known rest stop just off the beaten path. When the PCs arrive expecting a warm bed and hot food they find instead...nothing. The town is completely deserted. Judging from the state of things, the town was populated a day ago.

Rumor 1: Local Shaar tribesmen have been threatening raids against small communities.

Rumor 2: Two miners from the Axebite clan got eaten by demons in the middle mines last week!

THE MOONSHAE ISLES

Plot Hook: Overlooking Iron bay on the Island of Oman lies the ruins of Iron Keep: one-time capital of a great Northlander kingdom, destroyed by the Fomorians. When the keep fell, untold magic items were lost. A merchant claims to know where they are, if the PCs can avoid the many dangers of the island.

Rumor 1: On the windswept Islands of Norheim (northeast of Norland), a whole section of land has collapsed into some previously unknown caverns. It is generally believed those caves lead to the Underdark.

Rumor 2: A Ffolk lord is attempting to unite the many tribes of the Korinn Archipelago (North of Alaron). No one is sure of his motivation; some believe he works for the High King; some believe he works for foreign interests; yet a third group gather he works for infernal powers.

TYMANTHER

Plot Hook: Djerad Thymar contains some “shady areas” but what would a dead candlemaker, apothecary, and blacksmith have in common? And might it have something to do with the coming Grand Ball?

Rumor 1: The shores of Tymanther are largely unexplored, so when a large cave is found, “explorers” are needed to search it.

Rumor 2: In the town of Ruinspoke, it is said an innkeeper has come across a map to an ancient burial ground and is willing to part with it for the right amount.

WATERDEEP

Plot Hook: The somewhat arrogant Ran Grifstone of House Grifstone is looking to hire adventurers to stop

attackers who are killing miners and stealing silver shipments from their mine in southern High Forest. Ran wants to solve this crisis without informing his father, Lord Grifstone, of the problem.

Rumor 1: A romance between young nobles Dala Silmerhelve and Ran Grifstone is said to be over.

Rumor 2: The dead body of a druid was pulled from the Unicorn Run River near Secomber.

NEW RULES

Ankheg	Level 3 Elite Lurker	
Large natural beast	XP 300	
Initiative +10	Senses Perception +9; tremorsense 5	
HP 100; Bloodied 50		
AC 19; Fortitude 14, Reflex 18, Will 14		
Resist 5 acid		
Saving Throws +2		
Speed 8, burrow 4 (tunneling)		
Action Points 1		
m Claw (standard; at-will)		
+8 vs. AC; 1d8+5 damage.		
M Mandible Grab (standard; usable only while the ankheg does not have a creature grabbed; at-will)		
+8 vs. AC; 1d8 + 5 damage, and the target is grabbed; see also <i>mandible carry</i> .		
M Gnaw and Scuttle (minor; at-will) ♦ Acid		
Targets a creature grabbed by the ankheg; +8 vs. AC; 1d8 + 2 damage, and ongoing 5 acid damage (save ends). The ankheg then shifts 2 squares and pulls the target to space adjacent to its new location.		
C Acid Spray (standard; recharges when first bloodied) ♦ Acid		
Close blast 3; +8 vs. Reflex; 1d8 + 5 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).		
Mandible Carry		
An ankheg can move at normal speed while carrying a creature that is Medium or smaller.		
Alignment Unaligned		Languages -
Skills Stealth +11		
Str 15 (+3)	Dex 20 (+6)	Wis 16 (+4)
Con 18 (+5)	Int 2 (-3)	Cha 4 (-2)

Bloodseeker Drake	Level 4 Soldier	
Medium natural beast (reptile)	XP 175	
Initiative +8	Senses Perception +7 (+12 when tracking bloodied creatures)	
HP 53; Bloodied 26		
AC 20; Fortitude 15, Reflex 17, Will 15		
Immune fear (while within 2 squares of an ally)		
Speed 6		
m Bite (standard; at-will)		
+11 vs. AC; 1d10+4 damage.		
Blood Frenzy		
A bloodseeker drake can make an opportunity attack against any adjacent bloodied creature that shifts.		
Bloodthirsty		
A bloodseeker drake gains a +3 bonus to damage rolls against bloodied targets.		
Trap Sense		
The kobold gains a +2 bonus to all defenses against traps.		
Alignment Unaligned		Languages -
Skills Athletics +8		
Str 13 (+3)	Dex 19 (+6)	Wis 10 (+2)
Con 13 (+3)	Int 2 (-2)	Cha 13 (+3)

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 1-4 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 may 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.