My Realms
H3 2009
(High-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 7-10.

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, 2011.

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 part of the Living Forgotten Realms campaign. Unlike other RPGA adventures, My Realms adventures are not adventures you download or buy to run as printed. Instead, you get basic guidelines, a special session tracking form, and two story objects for an adventure 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 creators 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 MYRE1-3) 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 7-10, 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 7-10.

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* and *Dungeon Master's Guide* 2 gives critical advice on creating and running adventures. The advice in the *DMGs* 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 seventh- or eighth-level characters, and the high tier is optimized for ninth- or tenth-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
7-10 (Low-8th)	1050 per PC	70 per PC	150
7-10 (High-10th)	1500 per PC	100 per PC	200

For the low-tier version of your adventure, you have an experience point budget of 1050xp per PC. Therefore, if you have 5 players at your table when you run for My Realms adventure, your total XP budget would be 5250xp to create your encounters. You also have a discretionary XP award of 70xp per PC to use as a minor quest award. If you do not give the PCs a minor quest award, that 70xp 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 12 no elite creatures higher than level 11, and no solo creatures higher than level 10.

For the high-tier version of your adventure, you have an experience point budget of 1500xp per PC. Therefore, if you have 5 players at your table when you run for My Realms adventure, your total XP budget would be 7500xp to create your encounters. You also have a discretionary XP award of 100xp per PC to use as a minor quest award. If you do not give the PCs a minor quest award, that 100xp 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 14, no elite creatures higher than level 13, and no solo creatures higher than level 12.

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 150gp. At high tier, the non-magical treasure value you can reward is 200gp.

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 350gp at low tier or an extra 500gp 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: Fishing and merchant ships have been disappearing at night off the northern coast of Aglarond. While pirates were originally suspected it appears something more sinister is at work here. Local fishermen and merchants are worried.

Rumor 1: Fishermen claim they have seen a ghost ship plying the waters off the northern coast of Aglarond at night.

Rumor 2: A crazed survivor from a sunken merchant ship claims they were attacked by a dark ship captained by a vampire.

Akanûl

Plot Hook: The village of Barreen, a farming village in the foothills of the Akanapeaks south of Airspur, has been home to a kindly spirit for the past four generations. A wandering priest of Kelemvor took great offense and destroyed the spirit one week ago. Now the villagers are looking for brave adventurers to find some way to restore the spirit to unlife, as it genuinely seemed to like the people of the village and looked out for them.

Rumor 1: Gryphon eggs have always been prized by the Akanûl government but they are now apparently in very short supply and interference from Tymanther is the favored reason.

Rumor 2: Two petty thugs in Airspur claim to have been taken to a new, secret prison complex some 10 miles away from the city, where they had experiments performed upon them. The Civil Guard rejects any such allegations.

Baldur's Gate

Plot Hook: Lizardfolk have been spotted in the sewer entrance nearing the Sea of Swords. They have not acted hostilely, yet, but have also not left the premises for good, as if they were living, or hiding, there. Whatever

their reasons, the people who spotted their presence have spread the word and common folk have grown concerned.

Rumor 1: Guards were found turned into stone near the docks. Rumors of smuggled basilisks have aroused, but the fear of medusas has not completely vanished.

Rumor 2: A hidden vault from a vanished noble house has been discovered below a small crypt in the graveyard. As the fight for ownership of its secrets rages on, the place remains unattended, guarded by whatever remaining protections it contains.

Cormyr

Plot Hook: On the third night of a full moon for several months now, the inhabitants of Marsember have been treated to a strange sight: A ship appears at dock, the old docks from which water has long since receded, only to vanish in the morning. No crew have been seen on deck, but neither any man brave enough to cross the gangplank onto that shadowed deck.

Rumor 1: There have been reports of orc raids across the northern borders.

Rumor 2: A frightened Sembian merchant claims to have seen the elegant spires of an eladrin city rising from the Manticore Swamp.

Dalelands

Plot Hook: The Brightblade dwarf clan, who control Anathar's Dell, a settlement in the south of Daggerdale, desire the investigation of a mining shaft in the Desertsmouth mountains. Complications arise as the Brightaxes, a branch that split off from the clan centuries earlier, return to contest ownership of the mine.

Rumor1: Infamous bard Daeran Questar claims that the mine shaft may contain an entrance to an underdark passage to the old mines of Tethyamar.

Rumor 2: Goblins from the underdark have allied with nefarious forces in the Spiderhaunt. The woods were never safe - but something dark is truly brewing now.

Dragon Coast

Plot Hook: The silver mines just south of Reddansyr are closed since miners began disappearing. A handful of mutilated corpses have been discovered, and the miners' guild has petitioned the owners, the Roth-Perrin Estate, for help. The owners appear unwilling to become involved, even though they are clearly losing money every day that the mines remain closed.

Rumor 1: What few corpses that have been found bear injuries indicating that the poor souls were victims of a foul and evil ritual.

Rumor 2: The Roth-Perrins know who or what is involved, but they are frightened to acknowledge what may be a truly terrible secret.

EAST RIFT

Plot Hook: A strange disease or curse has begun to affect the griffonmounts used by the dwarven sentinels of the East Rift. What's worse, when the griffons die, they rise as undead if the bodies are not burned within a few hours. The loss of the griffons is devasting to the dwarves who care for them, and also compromises the security of the Riftedge Towers.

Rumor 1: The fact that the griffons are rising as undead has caused some dwarven leaders to think that the source might be found on the Rathgaunt Mote (FRCG 121), which contains a ruined abbey filled with undead.

Rumor 2: There is a power struggle afoot between several factions of the dwarven army in Eartheart. Perhaps an overzealous alchemist created this "disease" to weaken a rival faction. The alchemist's lab is located in a cave at the northern edge of the Underchasm where the Chondalwood and the Underdark meet, creating strange hybrids.

IMPILTUR

Plot Hook: The former Impilturan mining city of Laviguer lies in ruins since the Spellplague. Rumors of grey dwarves 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: Grey dwarves 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 grey dwarves from within the Earthspur Mountains, seek to disrupt and take over all of the mining there.

LURUAR

Plot Hook: During the month after multiple earthquakes in the Nether Mountains, continuous rockslides threaten the surrounding areas and sinkholes are appearing across the countryside.

Rumor 1: An earthmote is seen hovering amongst the peaks in the Nether Mountain pass. Approaching creatures and airships seem to be repelled by high currents of wind.

Rumor 2: Many darken flying creatures are seen amongst the peaks of the Nether Mountains near the Netheril borders. Reports tell that even within miles of the creatures, it seems that they know their presence is detected and they disappear into the mountains.

TYMANTHER

Plot Hook: You should have known that the "Rat King" was only a pawn. But who is the true king in this game of life and death?

Rumor 1: Sahuagin have attacked a seaside village and taken several villagers.

Rumor 2: In the town of Ruinspoke, the innkeeper with the maps went on "vacation" over a month ago and has yet to return.

WATERDEEP

Plot Hook: A deposit of gemstones was discovered by miners north east of Waterdeep and Ran Grifstone is considering becoming a partner. However, he would like the adventurers to ensure he gets favorable terms and he is not too picky about legalities.

Rumor 1: A trade delegation from the Kingdom of Many-Arrows recently toured Waterdeep and explored both Undercliff and Mountainside for a possible site of a trading house.

Rumor 2: The infamous deva wizard at the House of Wonder was noted in the broadsheets as much in his cups with a priest of Kelemvor, a paladin of Sune and a disreputable halfling.

CORE

Hook 1: Survivors of a shipwreck on the Shining Sea encountered a village belonging to the Abn'dak tribe of wild elves, who call themselves the "Sea Crows" (FRCG 122). Among the survivors is a member of a prominent noble house, trading company, adventuring company, or other organization that is connected to at least one of the player characters. The elves refuse to allow the captives to leave, but have not harmed them or asked for ransom, either. The PCs are asked to journey to the village and negotiate with the elves for the prisoners' release. This is part of the elves' plan; they need something done that is beyond the tribe's ability. This could involve a journey

into the Dead Vale, or a vision quest granted by Seaspark, the young chieftain of the tribe.

Hook 2: Rrak'aior, an aging kenku warrior who lives in Estagund, has one regret that he wishes to see remedied before he dies. On a journey into the Lluirwood, he was attacked by savage halflings from the ruined city of Ammathar (see the sidebar on FRCG 129). Rrak'aior managed to escape with his life, but several of his adventuring companions, including his mate, were killed. Rrak'aior believes that his spirit will never be able to rest unless his mate's death is avenged. Ammathar is ruled by a powerful beholder named Lyxedda, who is far too dangerous a foe for PCs at this level to face, so the adventurers must complete their mission without drawing the beholder's direct attention. This can be a great way to set Lyxedda up as a foe your PCs will face again in the Paragon tier.

New Rules

Troglodyte

TRIBES OF VICIOUS, FOUL-SMELLING TROGLODYTES will hunt anything they think they can bring down.

Troglodyte Savage

The trogolodyte savage doesn't leaps without fear at its foes; it relies on its coat of reeking slime to protect it.

Troglodyte Savage	Level 9 Skirmisher
Medium natural humanoid (reptile)	**XP 400**

Initiative +11 **Senses** Perception +8; darkvision
Troglodyte Stench aura 1; each living enemy within the aura takes a -2 penalty to attack rolls.
HP 98; **Bloodied** 49
AC 23; **Fortitude** 21, **Reflex** 21, **Will** 20
Speed 6
m **Spear** (standard; at-will) ✦ **Weapon**
   +14 vs. AC; 2d8 + 4 damage
r **Javelin** (standard; at-will) ✦ **Weapon**
   Ranged 10/20; +14 vs. AC; 2d6 + 4 damage
M **Savage Leap** (standard; recharge 4 5 6)
   The troglodyte savage makes a charge attack. Its movement during this charge does not provoke opportunity attacks, and ignores difficult and hindering terrain.
Slimecoated
   Troglodyte savages gains a +4 bonus to AC and Reflex when targeted by an attack while it is moving, and gains a +4 bonus to escape grabs.
Combat Advantage
   A troglodyte savage deals 1d8 extra damage on attacks against any creature granting combat advantage to it.
Alignment Chaotic evil **Languages** Draconic
Skills Athletics + 13, Endurance +14, Stealth +14
Str 16 (+8) **Dex** 19 (+9) **Wis** 16 (+8)
Con 18 (+9) **Int** 10 (+5) **Cha** 11 (+5)
Equipment spear, 6 javelins

Troglodyte Savage Tactics

The troglodyte savage uses savage leap as often as possible and then relies on slimecoated to get itself out of melee. It throws javelins while waiting for the next opportunity to use savage leap.

Feral Troglodyte

What looked like a dripping cavern wall reveals itself as a lunging, gape-mawed feral troglodyte.

Feral Troglodyte	Level 11 Lurker
Medium natural humanoid (reptile)	**XP 600**

Initiative +12 **Senses** Perception +8; darkvision
Troglodyte Stench aura 1; each living enemy within the aura takes a -2 penalty to attack rolls.
HP 92; **Bloodied** 46
AC 25; **Fortitude** 24, **Reflex** 22, **Will** 22
Speed 5
m **Bite** (standard; at-will)
   +16 vs. AC; 3d6 + 3 damage
M **Teeth from Nowhere** (standard against a creature granting the feral troglodyte combat advantage; at-will)
   +14 vs. Reflex; 3d6 + 3 damage and ongoing 5 damage (save ends). If the feral troglodyte is also hidden from the target, it does ongoing 10 damage (save ends) instead.
M **Lunging Maw** (standard; recharge 5 6)
   The feral troglodyte can shift up to 2 squares and makes a *teeth from nowhere* attack.
Chameleon (standard; at-will) ✦ **Illusion**
   A feral troglodyte becomes invisible, shifts 1 square, and makes a Stealth check to become hidden as if the shift were part of a move action. The invisibility ends when the feral troglodyte attacks or moves more than 4 squares during its turn.
Alignment Chaotic evil **Languages** Draconic
Skills Athletics +12, Stealth +13
Str 16 (+8) **Dex** 17 (+8) **Wis** 16 (+8)
Con 20 (+10) **Int** 4 (+2) **Cha** 11 (+5)

Feral Troglodyte Tactics

The feral troglodyte attacks from hiding with lunging maw and teeth from nowhere, then uses chameleon to regain concealment.

Troglodyte Spitter

The troglodyte spitter moves deftly across uneven caverns, coughing up acidic spittle to burn its prey.

Troglodyte Spitters	Level 7 Minion Skirmisher
Small natural humanoid (reptile)	**XP 75**

Initiative +7 **Senses** Perception +4; darkvision
Troglodyte Stench aura 1; each living enemy within the aura takes a -2 penalty to attack rolls.
HP 1 a missed attack never damages a minion.
AC 21; **Fortitude** 21, **Reflex** 20, **Will** 19
Speed 5
m **Claw** (standard; at-will)
   +13 vs. AC; 5 damage
r **Acid Spit** (standard; encounter) ✦ **Acid**
   Ranged 5; +11 vs. Reflex; 6 acid damage
Skitter (move; at-will)

The troglodyte spitter shifts 2 squares.

Alignment Chaotic evil   **Languages** Draconic
Str 16 (+6)   **Dex** 14 (+5)   **Wis** 12 (+4)
Con 13 (+4)   **Int** 10 (+3)   **Cha** 14 (+5)

Troglodyte Lore

Nature or Dungeoneering DC 14: Feral troglodytes are too primitive to be actual members of a tribe, instead they simply live and hunt with any creatures they encounter. They do not make good slaves, though they can be tamed, becoming like a feral pet.

Nature or Dungeoneering DC 19: Troglodyte spitters are troglodytes that have failed to fully develop due to limited food supply. If the food supply dramatically improves they grow into troglodyte warriors (*Monster Manual* page 252) in a few weeks.

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 7-10 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.

MYRE03 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.

MYRE04 Favor of _____
For offering your assistance, you have earned the favor of _____.
Having this favor may play an important role in future adventures.