

MYRE1-4

# MY REALMS

## P1 2009

### (LOW-PARAGON TIER)

#### A DUNGEONS & DRAGONS<sup>®</sup> *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 11-14.*

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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## RPGA<sup>®</sup> 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](http://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 31 December 2012.

To learn more about RPGA event sanctioning and DM Rewards, visit the RPGA website at [www.wizards.com/rpga](http://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](http://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 MYRE1-4) 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 11-14, 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 11-14.

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 |
|-------------------|--------------|------------|-----------|
| 11-14 (Low-12th)  | 2100 per PC  | 140 per PC | 1200      |
| 11-14 (High-14th) | 3000 per PC  | 200 per PC | 2200      |

For the low-tier version of your adventure, you have an experience point budget of 2100xp per PC. Therefore, if you have 5 players at your table when you run for My Realms adventure, your total XP budget would be 10500xp to create your encounters. You also have a discretionary XP award of 140xp per PC to use as a minor quest award. If you do not give the PCs a minor quest award, that 140xp 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 16 no elite creatures higher than level 15, and no solo creatures higher than level 14.

For the high-tier version of your adventure, you have an experience point budget of 3000xp per PC. Therefore, if you have 5 players at your table when you run for My Realms adventure, your total XP budget would be 15000xp 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 200xp 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 18, no elite creatures higher than level 17, and no solo creatures higher than level 16.

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 1200gp. At high tier, the non-magical treasure value you can reward is 2200gp.

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 1300gp at low tier or an extra 2100gp at high tier.

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

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

## CAMPAIGN CONSIDERATIONS

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

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

It is strongly suggested that you avoid using significant NPCs and continuing plots from published Living Forgotten Realms adventures and other products; this helps ensure that your players don’t undertake missions or affect NPCs that may show up later under

different circumstances. However, do make up your own plots and create your own NPCs! Therein lies the power and utility of the My Realms adventure.

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

## LIST OF PLOTS AND RUMORS

### AGLAROND

**Plot Hook:** A half-elven noblewoman who resides in the city of Veltalar approaches the adventurers through another NPC they know (pick a suitable story object that you know one or more of the players has). She wants them to escort her to a menhir circle within the Yuirwood. She explains that the circle is linked to a fey crossing that leads into the Sildeyuir (FRCG 89). The message is for her mother, herself a noble eladrin who dwells in the Feywild and returns to the crossing each year to check up on her daughter. The journey into the Yuirwood passes without incident, but when the party arrives at the appointed location and time, instead of the noble's mother, a note appears in the menhir circle. The note reveals that the mother has been taken prisoner by a mirage dragon (see *Draconomicon: Chromatic Dragons*). The reason for this is up to you. Perhaps the dragon simply seeks power, perhaps the eladrin noblewoman has failed to fulfill a promise or pay a debt to the dragon (which the PCs must fulfill), or perhaps the dragon is working on behalf of a rival (either a rival noble house in the world, seeking to affect the daughter through the mother, or a rival eladrin noble in the Feywild, seeking to affect the mother by drawing the daughter into a trap). Regardless, the PCs and the noblewoman (who refuses to be left behind, and can be constructed as a companion character using the rules in DMG2) must plunge into the Feywild and unravel the mystery or defeat the dragon and its allies in order to free the eladrin noble.

### AKANÛL

**Plot Hook:** The Queen has assembled a small collection of eminent mystics to probe the secrets of Deepspur, in the hopes of finding the cause of recent murders there. While preparing for this task, one of the mystics has been slain in a distinctly ritualistic manner. Unless

stopped, it appears that the spate of murders may now extend into Airspur itself.

**Rumor 1:** The mayor's ceremonial gavel in Airspur has been stolen and the gems embedded into it have been used to summon a demon of shadow on one of the lower earth motes of the city.

**Rumor 2:** Priests of Tempus have been apparently spotted in many taverns across Akanûl, handing out daggers coated in a silvery substance of some kind, but they refuse to answer any questions about the gifts...

### BALDUR'S GATE

**Plot Hook:** While visiting the city of Baldur's Gate, the PCs are asked to undertake an urgent, dangerous assignment. The First Reader of Candlekeep (who some PCs might have met in the regional adventure "Tome of the Traitor") calls upon the adventurers for help. A visiting scholar from Amn recently paid the monastery's entrance fee with a magical tome. This is not unusual in and of itself, but what the scribes of Candlekeep did not realize is that the tome was actually a cleverly-disguised trap. One week after the scholar departed, when the librarian on duty was examining the tome in order to properly catalog it, the book suddenly erupted with magical energy, pulling the hapless librarian along with dozens of nearby rare volumes through a portal that was hidden inside the pages of the book itself. Where this portal leads, the First Reader does not know (possibilities might include an extradimensional space or demiplane contained within the book itself, a dungeon or prison somewhere in Amn perhaps belonging to a rogue Cowled Wizard, or some other dangerous location in Faerun or the planes). The PCs must reactivate the trapped book, allowing themselves to be drawn through the portal, and deal with whatever bizarre circumstances exist on the other side. Although the First Reader is of course concerned about the safety of his librarian, the truth is, he's more concerned about the reputation of Candlekeep. If the word gets out that it's possible to steal books from the monastery, more people will try, so it's imperative that the PCs recover the stolen books, and if possible, bring the perpetrator to justice as well.

### CORMYR

**Plot Hook:** A messenger has come to court, claiming the forces of shade have overrun Arabel. Teleportation circles open onto stark nothingness, and magical communication is somehow blocked. A rapid mobilization of troops would leave Suzail undefended,

and without verification, the king is unwilling to commit the country to war.

**Rumor 1:** Blue Fire dances through the King's Forest nightly.

**Rumor 2:** The Marsember merchant-lord Philum Quant has sold his services to Netheril.

## DRAGON COAST

**Plot Hook:** The forest realm of Gulthandor seems to have become more otherworldly than normal in recent months. Encounters with creatures from the Feywild appear to be increasing, and not always for the better. Reaches of the forest normally accessible to travellers have been decreed out of bounds, with little or no explanation.

**Rumor 1:** Nearly one third of the circle of druids who control the realm have come under the sway of a fey queen who has come from the deep reaches of the Feywild.

**Rumor 2:** The Eye of Justice came into conflict with an eladrin lord not so long ago. All of the agents sent against the lord disappeared, except for a single tree bearing wooden effigies of the agents' faces growing from its trunk.

## EAST RIFT

**Plot Hook:** While the PCs are visiting Eartheart, one of them is the target of an assassination attempt by drow assassins (Dragon Magazine 370). The reason for the attempt should ideally be connected to a past adventure or story object that the targeted PC has, but if you don't know anything about the PCs ahead of time, it could simply be due to their past efforts to help the dwarves of Eartheart, and the Temple of Moradin in particular. This hook assumes that finding out who wants them dead is sufficient motivation for the PCs to try and backtrack the assassins, but if that isn't enough, then several other assassination attempts occur around the city at the same time, several prominent dwarves are killed, and the PCs are asked to investigate the matter by the Lord Scepter.

The assassins are based out of the Oozing Ruin, a ruined drow city once known as Llurth Dreier (see FRCG 120 and FRCG 227) and are led by a drow matron (Revenge of the Giants). The assassins used a keyed portal found in the Underchasm close to Eartheart, and the PCs need to use that same portal to reach Llurth Dreier; they cannot teleport to the city directly, due to the effects of faerzress (FRCG 218). One of the assassins has a portal key, but the PCs need to figure out both where the portal is located and how to operate it (a skill challenge

and perhaps even a puzzle if you are so inclined). After activating the portal, the PCs must contend with the monstrous oozes and aberrant creatures that now rule the destroyed drow city and locate the shattered vault that the assassins are using as their base of operations. After finding and defeating the drow matron, the PCs find out why she was after them in the first place (which could be the end of this story, or could lead to another My Realms adventure in which the PCs go after the entity who hired the assassins).

## TYMANTHER

**Plot Hook:** The end game is at hand (you hope) as you track down the "King" to his lair. But one never knows if the queen holds the real power and is this truly the end.

**Rumor 1:** Kuo-toas have recently been spotted near Messempnar.

**Rumor 2:** A recently found map leads to the innkeeper in Ruinspoke.

## WATERDEEP

**Plot Hook:** The Open Lord of Waterdeep is offering a reward to the adventurers who track and stop a group of assassins who are vampires. They are believed to have killed numerous wealthy persons, including Lord Grifstone.

**Rumor 1:** The Blackstaff discovered a portal in a Castle Ward alley to a stronghold in Narfell.

**Rumor 2:** A no-holds-barred fight club in Mistshore is making someone a lot of money.

## CORE

**Plot Hook:** Choose a PC who has recently purchased or found a particularly prized magic item (it does not matter what sort of item it is, just that the item was not crafted by anyone the PCs would know). Unbeknownst to the character, the item has a specific provenance: it was looted from a grave in the Vale of Lost Voices, in the forest of Cormanthor surrounding Myth Drannor (FRCG 157). The PC in question begins to feel a strange sensation that he or she is being watched, starts having nightmares in which the magic item plays a prominent but subtle role, and finally the characters are attacked in broad daylight by a detachment of ghost legionnaires (Monster Manual 2) who attempt to take the item. Once it becomes clear that the magic item is apparently the source of all this attention, the PCs can use rituals or conduct research to learn that the item actually once belonged to an eladrin of the same character class as the

PC. The PC acquiring the item seems to have triggered some sort of spiritual resonance within the item, perhaps awakening the ghost of the eladrin who once possessed it. The PCs must get permission from Coronal Ilsevele Miritar of Myth Drannor to open the mausoleum (some or all of the PCs might have met the Coronal if they played the Paragon tier version of SPEC1-3). The adventurers might be accosted by various undead or guardian spirits when they leave Rauthavyr's Road and enter the Vale. When they reach the mausoleum, they must overcome its guards and wards, and finally put the eladrin's unquiet ghost to rest. Perhaps the ghost is using the item to call the PCs to it because it wants them to accomplish some other task that it left undone in life, perhaps the ghost is evil and needs to be destroyed, or perhaps the PC carrying the item must convince the ghost that he is a worthy bearer of the ancient spirit's legacy, thereby gaining the ghost's blessing to use the item.

# QUAGGOTH

ALL OTHER RACES ARE POTENTIAL PREY for the rapacious quaggoths—feral Underdark dwellers that follow the way of the primal spirits.

## QUAGGOTH BERSERKER

Quaggoth berserkers seek battle at every opportunity, never giving quarter or backing down from a fight.

| Quaggoth Berserker   |                       | Level 9 Brute |
|--|-----------------------|---------------|
| Medium natural humanoid  |                       | XP 400        |
| Initiative +8  | Senses Perception +6  |               |
| HP 117; Bloodied 58  |                       |               |
| AC 21; Fortitude 22, Reflex 21, Will 19  |                       |               |
| Speed 7  |                       |               |
| ⊕ <b>Stone Club</b> (standard; at-will) ♦ <b>Weapon</b>  |                       |               |
| +12 vs. AC; 2d6 + 5 damage, and the quaggoth berserker gains a +2 bonus to attack rolls and damage rolls until the end of its next turn. |                       |               |
| <b>Quaggoth Fury</b> (free, when the quaggoth berserker hits with an attack; encounter)  |                       |               |
| The berserker deals 5 damage to itself to deal 3d6 extra damage to one target hit by the triggering attack.                              |                       |               |
| Skills Athletics +14   |                       |               |
| Alignment Unaligned  | Languages Deep Speech |               |
| Str 20 (+9)  | Dex 19 (+8)           | Wis 15 (+6)   |
| Con 17 (+7)  | Int 8 (+3)            | Cha 10 (+4)   |
| Equipment stone club   |                       |               |

## QUAGGOTH BERSERKER TACTICS

A quaggoth berserker wades into battle with *stone club* attacks, reserving its *quaggoth fury* for a bloodied foe.



## QUAGGOTH CHANTER

A quaggoth chanter scribes its flesh with scars, summoning primal power as it leads its tribe into battle.

| Quaggoth Chanter  |                               | Level 11 Controller (Leader) |
|---|-------------------------------|------------------------------|
| Medium natural humanoid   |                               | XP 600                       |
| Initiative +8   | Senses Perception +10         |                              |
| <b>Restoration</b> aura 5; when any enemy within the aura spends a healing surge, all quaggoth allies of the chanter within the aura recharge their <i>quaggoth fury</i> power. |                               |                              |
| HP 114; Bloodied 57   |                               |                              |
| AC 25; Fortitude 23, Reflex 22, Will 24   |                               |                              |
| Speed 7   |                               |                              |
| ⊕ <b>Primal Claw</b> (standard; at-will)  |                               |                              |
| +16 vs. AC; 2d6 + 4 damage, and the target takes a -2 penalty to all defenses until the end of the chanter's next turn.   |                               |                              |
| ↶ <b>Wind Totem</b> (standard; at-will) ♦ <b>Implement</b>  |                               |                              |
| Close blast 4; targets enemies; +15 vs. Fortitude; 1d6 + 2 damage, and the target slides 2 squares.   |                               |                              |
| <b>War Chant</b> (immediate reaction, when any enemy within 5 squares of the chanter spends an action point; encounter)   |                               |                              |
| An ally within 5 squares of the chanter can take a standard action as a free action.  |                               |                              |
| <b>Quaggoth Fury</b> (free, when the chanter hits with an attack; encounter)  |                               |                              |
| The chanter deals 5 damage to itself to deal 3d6 extra damage to one target hit by the triggering attack.   |                               |                              |
| Skills Dungeoneering +15, Nature +15  |                               |                              |
| Alignment Unaligned   | Languages Common, Deep Speech |                              |
| Str 14 (+7)   | Dex 16 (+8)                   | Wis 20 (+10)                 |
| Con 18 (+9)   | Int 12 (+6)                   | Cha 16 (+8)                  |
| Equipment totem   |                               |                              |

## QUAGGOTH CHANTER TACTICS

A chanter's *primal claw* softens its enemies' defenses. It uses *wind totem* to prevent a foe from attacking or to put it within reach of its allies.

## QUAGGOTH LORE

**Nature DC 14:** The feral Underdark race of quaggoths view all other living creatures as potential prey.

**Nature DC 19:** The quaggoths' nomadic clan society is based on worship of the primal spirits, and they seek out sources of primal power in the Underdark.

## 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 11-14 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.

MYRE05 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.

MYRE06 Favor of \_\_\_\_\_

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