

# LIVING FORGOTTEN REALMS ADVENTURES – 1ST QUARTER 2009

**January 7, 2009**

## ***EAST1-3 Unbidden***

An attack of foul creatures has forced the closure of a dwarven mining operation. Adventurers are needed to investigate the threat and make the mine safe for reopening. A **Living Forgotten Realms** adventure set in the East Rift for characters levels 7 - 10.

**January 14, 2009**

## ***DRAG1-3 A Stab in the Dark***

Somewhere beneath the dirty streets of Westgate's docks district, its one shining light of justice is held hostage by a force intent on extinguishing any resistance. A rescue mission must be mounted, and it all starts at...a masquerade ball? A **Living Forgotten Realms** adventure set in the Dragon Coast for characters levels 7-10.

**January 21, 2009**

## ***DALE1-3 Master and Servant***

A man of importance has disappeared in hostile territory, and may have been captured. Returning him to safety might not be easy. Sometimes... things are exactly as they seem. A **Living Forgotten Realms** adventure set in the Dalelands for characters levels 7-10.

**January 28, 2009**

## ***AGLA1-3 The Worst of All Snares***

There are those in Aglarond who seek to undo the harmony that defines this peninsular nation. A request for aid from a local wizard draws you into the savage underbelly of the slums of Old Velprintalar to confront these villains and put an end to their plans. A **Living Forgotten Realms** adventure set in Aglarond for characters levels 7-10.

## ***CORE1-6 Incident at the Gorge of Gauros***

Powerful forces work, for both weal and woe, in the lands surrounding the decimated nation of Thay. Where the forces of good and evil clash great power can be unleashed, drawing those who seek destruction, and those who strive to prevent destruction: A **Living Forgotten Realms** adventure set on the border between Rashemen and Thay for characters levels 7-10.

**February 4, 2009**

## ***MOON1-3 Black Gold***

Dirty Barnison got his treasure: a mysterious, almost invisible, metallic stone of some unknown substance. A visitor from a far away land now asks you to help him find some more of it and is willing to pay top price for your efforts. A **Living Forgotten Realms** adventure set in The Moonshae Isles for characters levels 7-10.

**February 11, 2009**

***IMPI1-3 Lost Souls***

Even in a place like Impiltur not all are corrupt. Some bright souls still strive to help the defenseless and weak, but there is always something dark ready to extinguish what little light remains. Or is there more going on when you hear the screams of terror coming from the shrine of Ilmater and the poorhouse behind? A **Living Forgotten Realms** adventure set in the Impiltur for characters levels 7-10.

***CORE1-7 Sovereign of the Mines***

Someone is interfering with valuable shipments from the mining community of Ioma Town. Production is way down, and the rulers of Amn aren't pleased. The evidence indicates that it's an inside job... deep inside. Adventurers are needed to go into the mines and find out who (or what) is trying to sabotage the Iomic Crystals. A **Living Forgotten Realms** adventure for characters levels 7-10 set in the Nelanther Isles.

**February 18, 2009**

***WATE1-3 The Woolmen's Restless Tomb***

A rich Waterdhavian guild wants to lay its former guildmaster to rest in lavish ceremony, but the guild tomb is occupied by undead. Adventurers are sought to clear out the undead and discover clues as to how they came to be there. A **Living Forgotten Realms** adventure set in Waterdeep for characters levels 7-10.

**February 25, 2009**

***AKAN1-3 Property for Sale***

Trinkets and gold pieces are not the only revenue involved in clearing out a dungeon. Sometimes the dungeon itself is worth a hefty sum. A **Living Forgotten Realms** adventure set in Akanûl for characters levels 7-10.

**March 4, 2009**

***CORM1-3 Head Above Water***

The Valwater family has fallen on hard times but believes that a secret near their family's decaying estates may redeem their good name. Can the PCs uncover the truth that will restore the family's honor? A **Living Forgotten Realms** adventure set in Cormyr for characters levels 7-10.

***SPEC1-2 Zhent's Ancient Shadows (Convention Only Until July 2, 2009)***

Rumors of an ancient artifact, sacred to Shar, have proven all too true. The church of Amaunator has assembled an expedition to return to Zhentil Keep, enter the dangerous twilight-shrouded southern ruins, and destroy the artifact before it can return to its dark mistress. Will you join the followers of the Light on their quest to purge the Shadow? A two-round continuous-play **Living Forgotten Realms** Special adventure set in Zhentil Keep for characters levels 7-10.

**March 11, 2009**

***LURU1-3 Shades of Blue Fire***

A century ago, the Spellplague changed the very face of Faerun. Now, whispered rumors emerging from the wilderness around Sundabar tell of a hitherto unknown and yet active plagueland surrounding the forsaken and long abandoned village of Dorn's Ford. A **Living Forgotten Realms** adventure set in Luruar for characters levels 7-10.

**March 18, 2009**

***TYMA1-3 Tools of the Trade***

You are asked to investigate the theft of caravan goods in the village of Ruinspoke. Aside from the monetary value of the stolen items, the reputation and prestige of House Jalt are at stake. Sometimes an accident is just an accident, and sometimes it's a clue to something far more sinister. Adventuring isn't the only dangerous profession. A **Living Forgotten Realms** adventure set in Tymanther for characters levels 7 - 10.

**March 25, 2009**

***BALD1-3 Tome of the Traitor***

When a Scribe of Candlekeep betrays his brethren to pursue his own goals, terrible knowledge escapes the walls of the Edificant Library. Who will take the responsibility of wielding this power? A **Living Forgotten Realms** adventure set in Baldur's Gate for characters levels 7-10.

***CORE1-8 Taken***

The Night Knives have been punished for the kidnapping of many children in the city of Saerloon and with it the authorities say the crime has been solved and the abductions stopped. But is it ever that simple? What if some say that there are still children missing that need rescuing from a dark fate indeed? A **Living Forgotten Realms** adventure set in Sembia for characters levels 7 - 10. Sequel to *CORE1-5 Touched by Darkness*.