

LIVING FORGOTTEN REALMS ADVENTURES – 2ND QUARTER 2009

April 1, 2009

MOON1-4 Black Blood

The Black Blood tribe holds sway over much of the island of Moray. An ambitious young man wants to break their power and make the island safe again. However, he cannot do it alone. Part 2 of “The Fisherman” Major Quest. A **Living Forgotten Realms** adventure set in the Moonshae Isles for characters levels 7-10.

April 8, 2009

WATE1-4 Mystery of Deepwater Harbor

The Necromancer strikes again at Waterdeep and the brave adventurers must unravel the mystery behind his revenge. This adventure is Part 2 of a major quest, Quest for the Necromancer and follows the story in *WATE1-3 The Woolmen’s Restless Tomb*. A **Living Forgotten Realms** adventure set in Waterdeep for characters levels 7-10.

April 15, 2009

EAST1-4 Darkness in Delzimmer

A simple caravan run to the free city of Delzimmer takes an unexpected turn. It’s said that there is no honor among thieves. Unfortunately, their struggles can still cause collateral damage, and the future of the Crafty Kobold Salvage Company hangs in the balance. A **Living Forgotten Realms** adventure set in the East Rift for characters levels 1-4.

April 22, 2009

LURU1-4 Prey for the Night

The Eastern Glimmerwood is avoided by all but the most foolhardy with good reason. For here, in the lands of the People of the Black Blood, the civilized races are not the hunter; here they are nothing but prey. A **Living Forgotten Realms** adventure set in Luruar for characters levels 7-10.

April 29, 2009

CORE1-9 Ages Best Left Forgotten

Someone with a long memory has found that others have uncovered something he hoped everyone else had forgotten. Can you journey to a twisted land and aid in the re-emergence of something that some feel is best left missing? A **Living Forgotten Realms** adventure set in Thay for characters levels 7-10.

May 6, 2009

IMPI1-4 Bandits on the Farm

A small farming community is being forced to give up their harvest to protect themselves from bandits. You can protect the people if you can convince them that they will be safe after your intervention. A **Living Forgotten Realms** adventure set in Impiltur for characters levels 4 – 7.

May 13, 2009

TYMA1-4 Death Before Dishonor

A secret cabal seeks an artifact of unknown power in the ruins of ancient Unthalass. Unfortunately, the only dragonborn in all of Djerad Thymar with the knowledge to stop them has been declared outcast by his own House. Can you trust one who has already proven himself untrustworthy long enough to keep the relic out of the grasping hands of the cabal? A **Living Forgotten Realms** adventure set in Tymrather for characters levels 4 - 7.

May 20, 2009

CORM1-4 Black Steel and Blue Fire

What is a man touched by the Spellplague? A wonder to a scar pilgrim from the Vilhon Wilds, an object of horror or pity to a native of Cormyr, or just another opportunity for profit to an Amnite merchant. Ask the man himself, though, and he will say a man touched by the Spellplague is a man alone. A **Living Forgotten Realms** adventure set in Cormyr for characters levels 7-10.

May 27, 2009

DALE1-4 The Lady in Flames

Fey creatures wreathed in blue flames have been leaving the Spiderhaunt forest to harrass the citizens of Shadowdale. Lady Ulphor requests that you delve into the forest and retrieve or destroy the source of their newfound powers. This adventure is the second part of the *Byar's Seven* major quest, which started in *DALE1-2 Blades for Daggerdale*. A **Living Forgotten Realms** adventure set in the Dalelands for characters levels 4-7.

June 3, 2009

AGLA1-4 Through Twilight Boughs

The Tome of Twilight Boughs is a legendary book of powerful ancient Yuir rituals protected by cryptic magic. The tome, or a copy of it, has recently been found. A half-elf scholar believes he has decoded a portion of it and now invites adventurers to help verify his findings. But how exactly does one verify the contents of a book over 2,000 years old? This adventure is the second part of the Tome of Twilight Boughs major quest, which began in *AGLA1-1 Lost Temple of the Fey Gods*. A **Living Forgotten Realms** adventure set in Aglarond for characters levels 4-7.

June 10, 2009

CORE1-10 Dancing Shadows

On most occasions, the trip from the ruins of Spellgard back to civilization is reasonably safe. But what happens when the road is more dangerous than expected - especially when shadows bite? First part of *Bane of Shadows* trilogy. A **Living Forgotten Realms** adventure set in the Fallen Lands for characters levels 4 - 7.

June 17, 2009

DRAG1-4 Falling Snow, White Petal

Master Fan-Ji has a problem and needs the help of professionals who value the arts of discretion, and diplomacy but can also pack a decent punch when those fail.... and if you can keep a stubborn mule under control that would be handy too! A **Living Forgotten Realms** adventure set in Dragon Coast for characters levels 4-7.

June 24, 2009

BALD1-4 Silent Streets and Vanished Souls

A distraught father has gotten no satisfaction from the city authorities of Baldur's Gate, so he turns to sellswords in hopes of finding his lost daughter. The truth of her disappearance may reveal dark secrets from the city's past – secrets that those on both sides of the law would kill to protect. A **Living Forgotten Realms** adventure set in Baldur's Gate for characters levels 1-4.

AKAN1-4 Runes in Ruins

When the Spellplague brought Akanûl to the Realms, many items were shattered and lost. Pieces of something are now surfacing, and it is imperative that the government of Akanûl finds it before anyone else. A **Living Forgotten Realms** adventure set in Akanûl for characters levels 4-7.