

LIVING FORGOTTEN REALMS ADVENTURES – 3RD QUARTER 2008

August 14, 2008

CORE1-1 Inheritance

When the Netherese conquered Sembia those who objected were either killed or forced to flee. Decades later a young man inherits a key to the family vault abandoned seventy years earlier. Desperate for money he hires you to retrieve its contents in a gamble that something worthwhile is still there. A **Living Forgotten Realms** adventure set in Sembia for characters levels 1-4.

CORE1-2 The Radiant Vessel of Thesk

Rumors of a great item, touched by divinity, have traveled across Faerûn. Those with an interest in possessing the item and benefiting from its power have sent agents to find it, but no one seems to know what or where it is. A **Living Forgotten Realms** adventure set in Thesk for characters levels 1-4.

CORE1-3 Sense of Wonder

You are summoned to help a cleric of Gond Wonderbringer, who seeks the location of a lost temple to the Lord of All Smiths. Think of all the marvelous inventions, lost since the Spellplague came crashing down on the nation of Lantan, that might lie waiting to be rediscovered and brought back to the lands of Faerun! A **Living Forgotten Realms** adventure set in the Nelanther Isles for characters level 1-4.

August 14, 2008 (Gen Con Indy); August 28, 2008 (Gen Con UK); August 29, 2008 (PAX); September-October 2008 (other select conventions); January 1, 2009 (general release)

SPEC1-1 Shades of the Zhentarim

Zhentil Keep is a city with a storied history, even if most of the tale is not fit for innocent ears. A mission to find the wayward son of a wealthy merchant leads deep into the secrets, deceptions, and brutal power on which the dreaded Zhentarim built their ominous keep. A **Living Forgotten Realms** two-round special adventure set in Zhentil Keep for characters levels 1-4.

August 19, 2008

ADAP1-1 Barrow of the Ogre King

For many years, goblins have laired in a nearby dungeon hidden in the boughs of the Southwood. This dungeon is known to some as the Barrow of the Ogre King. Recently, the goblins have become bold enough to leave their dungeon home to raid the nearby town of Loudwater. It is up to your newly-formed band of adventurers to deal with the threat the goblins pose and discover why they've attacked the town. An adventure set in Loudwater for characters levels 1-2. This adventure is found in the *Forgotten Realms Campaign Guide*.

August 20, 2008

BALD1-1 Flames of Initiation

You have come to the city of Baldur's Gate in search of adventure and quickly discover the Flaming Fist, one of the largest and most powerful mercenary companies in all Faerun. To survive in this teeming metropolis, you must prove both your physical and political prowess, and the challenges you will face

might turn out to be far more complicated than you imagined. A **Living Forgotten Realms** adventure set in Baldur's Gate for characters levels 1-4.

WATE1-1 Heirloom

An old tutor asks the adventurers to recover a stolen family heirloom for a "down-on-their-luck" Waterdhavian noble family. A **Living Forgotten Realms** adventure set in Waterdeep for characters levels 1-4.

August 27, 2008

EAST1-1 These Hallowed Halls

The Crafty Kobold Salvage Company has fearlessly plumbed forgotten treasures from the depths of the earth for many years. Now the owner's son has gone missing and he needs adventurers of uncommon mettle to brave the dangers of the Underdark, find the lost explorers, and perhaps even unlock the ancient secrets of Lodestone Deep. A **Living Forgotten Realms** adventure set in the East Rift for characters levels 1-4.

LURU1-1 Slivers of Eaerlann

Luruar is a haven of peace and culture surrounded by howling wilderness studded with lost ruins, hidden temples, and the lairs of foul, vicious creatures. Things that are lost, however, do not always stay so and some things hidden refuse to remain in darkness. A **Living Forgotten Realms** adventure set in Luruar for characters levels 1-4.

September 3, 2008

CORM1-1 The Black Knight of Arabel

Your party is sent to investigate allegations of Netherese activity near Arabel: a dark rider commanding legions of shadow. Can you turn back the tide before it's too late? A **Living Forgotten Realms** adventure set in Cormyr for characters levels 1-4.

DALE1-1 The Propect

The Fall of Stars is the most famous adventurers' club in Faerûn. Who can say no when offered membership in the Stellar Fellowship, for a mere errand? But of course, things are never that simple. A **Living Forgotten Realms** adventure set in the Dalelands for characters levels 1-4.

September 10, 2008

AKAN1-1 The Rotting Ruin of Galain

Amidst goblin raids originating from the ruined town of Galain, you are asked by a young genasi woman to locate her brother. Lost or deceased, it's up to you to find him! A **Living Forgotten Realms** adventure set in Akanûl for characters levels 1-4.

IMPI1-1 Alone

Impiltur is not a safe country for those who are alone. When a young woman's father dies, can you resist her cry for help? A **Living Forgotten Realms** adventure set in Impiltur for characters levels 1-4.

September 16, 2008

ADAP1-2 FR1 Scepter Tower of Spellgard

A mysterious presence has taken up residence in one of the towers of Spellgard, and now its dark minions plague the Gray Vale! *Scepter Tower of Spellgard* is the first full-length *Forgotten Realms* adventure published for 4th Edition **D&D**. When paired with the adventure that appears in the *Forgotten Realms Campaign Guide*, this adventure provides the Dungeon Master with all he needs to get his campaign started. This stand-alone adventure is designed to take characters from 2nd level to 5th level.

September 17, 2008

MOON1-1 Nature's Wrath

Faith in Chauntea runs strong amongst the Ffolk, and the village of Warlsbry is no exception. The village appears to have fallen from favor, and now the beasts of field and sea bring their wrath against the village. You must return the village to the gods' good graces or it may not survive the coming winter. A **Living Forgotten Realms** adventure set in the Moonshae Isles for characters levels 1-4.

TYMA1-1 Elder Wisdom

A frontier village on the outskirts of Tymanther needs help with a reconnaissance mission. The dragonborn do not often look to outsiders, so this is a good chance to learn about the fate of Unther... and meet the new neighbors. A **Living Forgotten Realms** adventure set in Tymanther for characters levels 1-4.

September 24, 2008

AGLA1-1 Lost Temple of the Fey Gods

Faeries, sprites, nymphs, and dryads – the fey creatures of Faerûn's wild places are often dismissed as nuisances and pranksters. Those who truly understand the fey know that as with all things natural, there is a darker side to these creatures of fancy. Could a rash of stolen food and sleep dust traps point to a more sinister threat lurking on the wild side of reality? A **Living Forgotten Realms** adventure set in Aglarond for characters levels 1-4.

DRAG1-1 Many Hands Make Light Work

Westgate is a dangerous city at any time, but today it's about to live up to its name. Today, a band of pious Silverstars have arrived in your precinct and they need a little help with renovations and... removals. A **Living Forgotten Realms** adventure set in the Dragon Coast for characters levels 1-4.