

LIVING FORGOTTEN REALMS ADVENTURES – 3RD QUARTER 2009

July 1, 2009

QUES1-1 Black Cloaks and Bitter Rivalries

You have haggled with the potter, you have given the coin to the stranger, and you have spared the life of an agent. Now, the Zhentarim is offering you a chance to join their ranks. Darkhold and the secrets of the Black Network await for those clever and ruthless enough to infiltrate the Zhentarim. You must have the Zhentarim Infiltration Quest Card completed and in your character's stack to participate in this adventure. A **Living Forgotten Realms** adventure set in the Western Heartlands for characters levels 7-10.

TYMA1-5 From One Dwarf to Another

When an annoying dwarf goes missing, nobody in Ruinspoke really cares. Well, nobody except a fellow dwarf, that is. But it takes more than just one dwarf to mount a rescue mission... A **Living Forgotten Realms** adventure set in Tymanther for characters levels 1-4.

July 8, 2009

DALE1-5 Hunters' Down

Vengeance smolders in the hearts of many. It sometimes takes only a little spark to flare back to an all-consuming rage. A **Living Forgotten Realms** adventure set in the Dalelands for characters levels 7-10.

July 15, 2009

WATE1-5 Lost in the Fog

As a deep fog blankets the Crown of the North, a fish gifts the adventurers with the chance to do a good deed. Returning lost property seems like an easy task. A **Living Forgotten Realms** adventure set in Waterdeep for characters levels 1-4.

July 22, 2009

AKAN1-5 Shell Game

A package lands in your hands, and sounds of combat are all around. Whatever is within must reach its destination, and only you can carry it there now. What do you do? A **Living Forgotten Realms** adventure set in Akanûl for characters levels 7-10.

July 29, 2009

AGLA1-5 Silver Lining

The commander of the Watchwall is looking for adventurers for a special mission into the Tannith Mountains. The Watchwall is always undermanned and Captain Arol thinks he may have found some new recruits. But war, like politics, can make for strange bedfellows. A **Living Forgotten Realms** adventure set in Aglarond for characters levels 1-4.

August 5, 2009

EAST1-5 Mole Hunt

You have been tasked to travel through the Chondalwood in an attempt to retrieve a doppelganger spy working for the dwarves of Eartheart. However, any task involving a doppelganger is sure to have its complications... A **Living Forgotten Realms** adventure set in the East Rift for characters levels 4-7.

CORE1-12 Songs of the Heart

A tale of two adventurers leads you to the fabled city of Evereska. Non-natives are not always allowed to enter so this is a one-time opportunity. It starts with the simple task of locating a missing person but obviously more is afoot. Can you keep cool and find out what is going wrong before the poet recites his last poem? A **Living Forgotten Realms** adventure set in the Fallen Lands for characters levels 7-10. Second part of the “Bane of Shadows” trilogy, which began in *CORE1-10 Dancing Shadows*.

August 12, 2009

BALD1-5 Lost Refuge

An unseen menace lurks in the Cloak Wood. The common folk of the villages and logging camps along the perimeter of the forest have begun to vanish. The forest is filled with beasts, monsters, and vicious fey. And if that wasn't enough, the investigation just might end up involving you in an ancient, endless struggle. A **Living Forgotten Realms** adventure set in Baldur's Gate for characters levels 7-10. This adventure begins the “Fey Gates of the Sea of Swords” major quest.

CORE1-13 The Fate of Camp 15

Your travels have brought you to the pearl-trading city of Ankhapur, near the Lake of Steam. You have been asked to visit a nearby outpost and pick up a shipment of pearls. It seems like easy money. Unfortunately, something has killed off most of the divers and nearly shut down the operation. Now you must discover the source of this camp's troubles before you share its fate. A **Living Forgotten Realms** adventure set near the Lake of Steam for characters levels 1-4.

August 19, 2009

CORE1-14 What Storms May Come

Darkness and light struggle and heroes are once again drawn to unravel the secret of the radiant vessel. Can the truth be determined and the machinations of Szass Tam put to an end? This adventure is the conclusion of the “Radiance Against Thay” major quest and sequel to *CORE1-2 Radiant Vessel of Thesk* and *CORE1-6 Incident at the Gorge of Gauros*. A **Living Forgotten Realms** adventure set in Rashemen and Thay for characters levels 11-14.

MINI1-1 Stirring the Embers

All is not well in the Great Port of Tarmalune and no one speaks of it. People are disappearing toward some fell purpose, and you are next. A two-round **Living Forgotten Realms** adventure that is Part 1 of the *Embers of Dawn* mini-campaign, set in Tarmalune for characters levels 1-4. It is recommended that you play *the Embers of Dawn* mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

August 26, 2009

IMPI1-5 Demon Hunting

Rumor has it that demon hunting brings rich rewards in the city of Lyrabar. When unforeseen events befall the PCs, will they become hunters - or hunted? A **Living Forgotten Realms** adventure set in Impiltur for characters levels 4-7.

LURU1-5 Beyond the Wild Frontier

The North is populated with many peoples, amongst them the savage and noble Uthgardt barbarians: The balance of power is fragile in the wilderness; is it about to change? A **Living Forgotten Realms** adventure set in Luraur for characters levels 7-10.

September 2, 2009

CORM1-5 In the Bleak Midwinter

There is something rotten in the city of Suzail. While the Midwinter Festival brings throngs of competitors, merchants, and spectators, it also brings an element of danger. When the Crown turns to the PCs for help, it's up to them to uncover what lurks under the city's snow and ice. A **Living Forgotten Realms** adventure set in Cormyr for characters levels 1-4.

ADCP1-1 Jungle Hunt (Wizards Play Network Public Play Only)

A great hunt has been called in the jungles of Chult. The Amnian trading costers of Port Nyranzaru are competing to see which one can bring in the biggest, rarest beasts as trophies, and they're looking for adventuring companies to do the hunting. Are you and your companions up to the challenge? A **Living Forgotten Realms** adventure set in Chult for characters levels 1-14. At least four of the characters in the party must be members of the same Adventuring Company in order to play this adventure, and all of the characters at the same table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

September 9, 2009

MOON1-5 Lost Love

Moonshadow, an old eladrin adventurer, has been missing for years: Long enough to be forgotten by man, but an eladrin's life is much longer than most. An old love seeks to find out what has happened to him. A **Living Forgotten Realms** adventure set in The Moonshae Isles for characters levels 7-10. This adventure continues the "Fey Gates of the Sea of Swords" major quest that started in *BALD1-5 Lost Refuge*.

SPEC1-3 Ghosts of the Past (Wizards Play Network Public Play Until January 1, 2010)

Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to cleanup one of the many dangerous ruins within her forest kingdom. This year she is looking for several groups. What ghosts of the past have forced the eladrin to seek outside help and abandon their cautious ways? A **Living Forgotten Realms** adventure set in Myth Drannor for characters levels 1-14. There are four versions of this adventure, one for each level band. All of the characters at the same table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

September 16, 2009

CORE1-11 Drawing a Blank

The city of Westgate is the focus of many rumors and plots. Recent stories tell of faceless skulkers who wander the city's streets at night and then vanish into thin air when confronted. Who or what could be

causing this phenomenon? A **Living Forgotten Realms** adventure set in Westgate for characters levels 11-14.

September 23, 2009

MINI1-2 The Burning Scent of Perfumed Swords

Investigations bring you to the perfumed back alleys of Sambral where it becomes clear that you are not the first to look into the activities of the fire cult. All those who have come before you have disappeared or been left a ruin of their former selves; leaving you to wonder, "Will you share their fate?" A two-round **Living Forgotten Realms** adventure that is Part 2 of the *Embers of Dawn* mini-campaign, set in Sambral for characters levels 1-4. It is recommended that you play *the Embers of Dawn* mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

September 30, 2009

DRAG1-5 White Petal Falling

Intrigue and conflict flow through Nathlekh's underbelly. A subversive organization has taken over the gambling trade in Nathlekh City's foreign quarter and is using its newfound influence to reshape politics in the region. Extortion, murder and martial arts combine in this exotic city at the end of the Golden Way. A **Living Forgotten Realms** adventure set in the Dragon Coast for characters levels 7-10.