

October 1, 2008

IMPI1-2 Breaking Point

The cities of Impiltur are rife with crime and corruption. Many a citizen suffers silently with nowhere to go, but when an extortionist goes too far, one weaponsmith is brave enough to hire adventurers even though there are signs of the supernatural. A **Living Forgotten Realms** adventure set in Impiltur for characters levels 4-7.

October 8, 2008

CORM1-2 Gangs of Wheloon

A prison city, a spy, and 3,000 of the most dangerous criminals in Cormyr: Can you get in and out of Wheloon to rescue one of the Crown's most valuable agents? A **Living Forgotten Realms** adventure set in Cormyr for characters levels 4-7.

October 15, 2008

MOON1-2 The Sea Drake

Valiant seafarers travel among the Moonshae Isles every day, bringing food, supplies and information to isolated, insular communities. You have been hired as guard aboard the Sea Drake, a sturdy Nordman vessel. The weather is rainy and the fog is thick: a perfect time to sail the waters of the Moonshaes. A **Living Forgotten Realms** adventure set in the Moonshae Isles for characters levels 4-7.

October 22, 2008

WATE1-2 Dark Secrets of Downshadow

Adventurers are the only hope of a servant who seeks her missing brother. Will the heroes be in time to save the boy and best the villains? A **Living Forgotten Realms** adventure set in Waterdeep for characters levels 4-7.

CORE1-4 Crystal Clear

The Low Market of Athkatla is no place for the more delicate flowers of civilization. For those of a less savory character, or whose reputations need not be protected quite so zealously, however, the Low Market is a bazaar like no other. Goods and services of all kinds can be had as long as the price is right... and the price is always right. But today, the coin of the realm seems to be something other than gold. A **Living Forgotten Realms** adventure set in Amn for characters levels 4-7.

October 29, 2008

DALE1-2 Blades for Daggerdale

Regular attacks by creatures of the wild turn life in Daggerdale into a nightmare. So when mercenaries offer protection for a fee, does it matter that these were the old enemies of the past? A **Living Forgotten Realms** adventure set in the Dalelands for characters levels 4-7.

November 5, 2008

LURU1-2 The Gibbous Moon

Whispered rumors of dark deeds wrought below the tavern called the Gibbous Moon slither through the heart of mercantile Everlund. A **Living Forgotten Realms** adventure set in Luruar for characters levels 4-7.

November 12, 2008

TYMA1-2 Taking Stock of the Situation

In the outlying village of Ruinspoke, something or someone is taking the livestock. Others have attempted to investigate, but they have not returned. A **Living Forgotten Realms** adventure set in Tymanther for characters levels 4-7.

November 19, 2008

AGLA1-2 At the Foot of the Lighthouse

The Sea of Fallen Stars is the lifeblood for many who live along the coast of Aglarond. For the men and women who ply their trades over its dangerous depths, the sight of a lighthouse means a welcome return to the relative safety of shore. That is, of course, unless the lighthouse in question is no longer dedicated to guiding travelers along the safe path. A **Living Forgotten Realms** adventure set in Aglarond for characters levels 4-7.

CORE1-5 Touched by Darkness

Young children do not look at the world the same way as adults. So what to do when a panicked girl tells them she is chased by monsters and needs their protection and those monsters say they are her teachers? A **Living Forgotten Realms** adventure set in Sembia for characters levels 4-7.

November 26, 2008

DRAG1-2 A Thin Gray Line

Shady people making even shadier deals are commonplace in the docks district of Westgate. Locals have learnt that siding with the lesser of many evils is the only way to scratch out a living, but when a new chief sergeant upsets the delicate balance of power, the fallout threatens to affect the entire docks district. A **Living Forgotten Realms** adventure set in the Dragon Coast for character levels 4-7.

December 3, 2008

BALD1-2 The Night I Called the Undead Out

You are asked to recover a stolen statue from an abandoned mansion in the Bloombridge district of Baldur's Gate. What seems to be a simple task quickly turns into a night of terror. The timing of these events seems more than a bit coincidental. Can you protect the locals and still survive long enough to unravel the mystery? A **Living Forgotten Realms** adventure set in Baldur's Gate for characters levels 4-7.

December 10, 2008

EAST1-2 Marauder's Spear

Gnolls swarm across the river, over the palisades, and into the dusty streets of a halfling settlement on the edge of the Eastern Shaar. Hapless hin and their hurbryn neighbors cry out for protection from these

marauding dogs. Why are the gnolls attacking this backwater in such numbers tonight? Who is the real leader of the pack? **Living Forgotten Realms** adventure set in the East Rift for characters levels 4-7.

December 17, 2008

AKAN1-2 The Depths of Airspur

Kidnappers have taken the daughter of a wealthy noble lord. You are entrusted with the task of saving her before it's too late. A **Living Forgotten Realms** adventure set in Akanûl for characters levels 4-7.