

MYRE4-1 (CALI)

CALIMSHAN

MY REALMS

(HEROIC & PARAGON)

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

Perhaps you would like to hear a tale? I know just the one: a story of danger and heroism in the deserts of Calimshan... A *Living Forgotten Realms* adventure of the DM's devising set in Calimshan for characters of the Heroic tier (levels 1-10) or the Paragon tier (levels 11-20). This packet contains adventure hooks, Story Awards, and Treasures to allow DMs to build adventures for Heroic-tier or Paragon-tier PCs.

Important Notes: All the normal LFR rules still apply when forming tables for a My Realms adventure (the adventure must be run at a valid Adventure Level, all PCs must be of the same tier, and the highest-level character in the party must be within 3 levels of the lowest-level character in the party).

My Realms adventures are considered individually unique for replay purposes: that is, a PC may not replay the exact same My Realms adventure, but may play as many different My Realms adventures as he or she wishes. A PC may only earn each uniquely numbered CALI Story Award one time, regardless of the number of different Calimshan My Realms adventures that character plays.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*, or the corresponding D&D Essentials products.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.

- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is written to support the entire Heroic tier of play (levels 1-10) and the entire Paragon tier of play (levels 11-20).

Any character of the appropriate tier may play the adventure, but all PCs must be in the same tier, and the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of Adventure Level

affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which AL they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the AL 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either AL 2 or AL 4, but they will probably choose AL 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

If (and only if) the group can't agree on an Adventure Level, the DM may cast a tiebreaking vote.

There is one additional caveat that applies to My Realms adventures. As an author, you are not required to write your adventure to support all five ALs that are available at the Heroic tier (or all five ALs available at the Paragon tier). You might have written the adventure to support only one specific AL (creating five sets of stat blocks is a lot of work, and not all monsters or encounters scale well across an entire tier of play). That's fine, but the table composition still has to be legal for the Adventure Level according to the campaign rules. For example, if you write a My Realms adventure that only supports AL 10, and a group of players with 4th-level characters wants to play it, they cannot play it as written. You either have to create a version of your adventure for an Adventure Level that can legally be played by 4th-level PCs (AL 6, AL 4, or AL 2), or the players will have to wait until their characters are 7th level (which is the soonest any character can participate in an AL 10 adventure).

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most

cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to

return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP). Even with the 20% penalty, however, a character may not fall below the Minimum XP for the adventure.

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, **the Death Charity clause is always an option**, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party.

As the author of a My Realms adventure, you should think about which encounters you do and do not want to count toward milestones. Making an outline of all the encounters can be helpful as you will see when the PCs are likely to earn their next milestone if they complete the encounters in the order you expect. Brief expository encounters, encounters that call for a few skill checks but don't rise to the level of a skill challenge, and combat encounters that are designed specifically not to drain the PCs' resources are all examples of encounters that often don't necessarily count toward the next milestone. However, it's considered poor form to construct an entire adventure around the idea of denying action points to the PCs.

When you are running the adventure, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges

cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

WHAT'S A MY REALMS ADVENTURE?

My Realms adventure packets are an officially sanctioned part of the *Living Forgotten Realms* campaign. Unlike other RPGA adventures, My Realms adventures are not pre-written adventures that you download or buy. Instead, you get these basic guidelines, a session tracking form, and a set of customizable Story Awards. You use these components to create and run your own *Living Forgotten Realms* adventure for your players.

WHAT'S A CALIMSHAN MY REALMS ADVENTURE?

In addition to following all of the rules of a regular My Realms adventure, story-area specific My Realms packets (like this one) provide additional opportunities

to tie your adventure into a regional story arc. This adventure supplies adventure hooks, Treasures, and Story Awards that you can use to enhance the play experience for PCs who are also playing in the related story area.

WHAT DO I RUN?

The simple answer is: whatever you want! My Realms adventures are a chance for you, the DM, to let your creativity shine. This might mean creating an adventure or a group of adventures totally from scratch, giving your home group an exciting sub-plot within the *Living Forgotten Realms* campaign. It might mean you have an interesting adventure idea to run: maybe a small plot or sub-plot using NPCs or events detailed in published *Living Forgotten Realms* adventures that have inspired you to build an adventure that dazzles players and adds depth to the *Living Forgotten Realms* campaign. My Realms adventures can even be used to adapt your favorite adventures from the D&D Insider's *Dungeon Magazine*, although you are still limited to the XP and treasure awards specified in this packet. The choice is yours. The story is yours. Have fun with it!

In this adventure packet, you'll find the following information:

- Rules on what you can and cannot do with a My Realms adventure.
- Instructions on what rewards you can give out in your adventure.
- A session tracking form
- A set of generic, customizable Story Awards
- Specific Story Awards tied to Calimshan

If you're playing this adventure as part of a WPN event, be sure to complete and turn in the session tracking form to your organizer directly after play.

WHAT CAN'T I DO WITH A MY REALMS ADVENTURE?

My Realms adventure packets allow you to run your own adventure for a group of 4 to 6 players, just like a normal *Living Forgotten Realms* campaign event. This does not give you license to produce and distribute (for sale or for free) your own *Living Forgotten Realms* adventures.

The intent of the My Realms adventures is for you to create and present exciting adventures for a small group

of players; anything more than that is beyond the scope and intent of the My Realms program.

Our goal with the My Realms program is to put as few restrictions on you as possible, so it's easier to list the things that you can't do than to list the things that you can do. You are not allowed to do any of the following with a My Realms adventure:

- **You may not publish your adventure.** You cannot distribute your adventure to the public, nor to any other DM, player, or organizer (aside from your co-author, if you have one). It does not matter whether you publish or distribute the adventure for free or for profit, or whether it is done online or as a hard copy. The My Realms program does not grant any license for you to publish or distribute D&D adventures.
- **Your adventure may not have more than two (2) named authors.** Only the named authors are permitted to DM a My Realms adventure. However, these authors are allowed to personally DM the adventure as many times as they want.
- **You may not create an "interactive" or multi-table experience with a My Realms adventure.** My Realms adventures are designed to be played by a single RPGA-standard table (4-6 players and one DM).
- **You may not rewrite, replace or re-skin an existing active *Living Forgotten Realms* adventure.** Your adventure should be a unique creation. While you can feature a location, event or minor NPC from another adventure to link it back to the main LFR campaign, you cannot rewrite the story or reuse major plot points from a *Living Forgotten Realms* adventure that is available for play.
- **If a *Dungeon Magazine* adventure or other published adventure already has an official *Living Forgotten Realms* adaptation, you may not use it as the basis for your adventure.** If, however, an adventure published by Wizards of the Coast (as part of *Dungeon Magazine* or through other means) has not received an official *Living Forgotten Realms* adaptation for the campaign, you are free to base your My Realms adventure on that published adventure.
- **You may not force or permit player characters to fight directly against other player characters.** You could not, for example, write a My Realms adventure featuring a "battle royale" set in a player-versus-player gladiatorial arena (although

it would be fine to pit the PCs against NPC gladiators in such an arena). While characters who are dominated or subject to similar conditions may temporarily be forced to attack their allies, adventures may not be designed in a way that individual PCs or groups of PCs are intended or allowed to engage in direct combat against one another.

- **You must follow the spirit of these guidelines when writing a My Realms adventure.** My Realms adventures are intended for you to play a normal game of D&D using an adventure you created. You may not alter the play format of the game, nor invent your own special rules that modify the way a player or character interacts with the *Living Forgotten Realms* campaign. My Realms adventures are not intended to be used to bypass campaign guidelines or allow characters to gain rewards they could not normally gain (or in excess of what they are expected to gain). The campaign staff cannot list every possible application of this principle, so we instead ask and expect that My Realms authors will adhere to the spirit of these guidelines. Should it be necessary for us to clarify the guidelines for My Realms adventures, we may require those changes to be made retroactively (in other words, the door is never closed on fixing something that exploits the rules. We always reserve the right to take away ill-gotten gains).

ADVENTURE GUIDELINES

All the standard rules for RPGA adventures hold true for My Realms adventures. My Realms adventures may be offered at either public Wizards Play Network events or as private play events.

When running a My Realms adventure, you must follow the rules found in the *Living Forgotten Realms Campaign Guide* and other campaign documentation. All characters playing this adventure must be legal LFR characters created according to those rules.

My Realms adventures can be played multiple times by the same player using different characters, just like a standard *Living Forgotten Realms* adventure. In addition, the same adventure code (such as MYRE4-1) can be played multiple times by the same character, so long as the actual adventure being played is different from any other My Realms adventure that character has already played.

DURATION OF PLAY

When you design your adventure, we recommend that you design it to fit within a four-hour time slot. This is especially true if you are running it as part of a public event. If you're unlikely ever to see the players again, it would be very unfortunate for you and for them to run out of time and be forced to leave the adventure unfinished.

You are not prohibited from creating multi-round adventures using My Realms; just make sure that everybody playing is well aware up front of how much time it will take to complete the adventure. Characters who are in the middle of an adventure may not play any other adventures until they finish their current adventure, even if it spans multiple play sessions.

LEVEL OF PLAY

My Realms adventures (like all *Living Forgotten Realms* adventures) are created for a certain range of character levels. An adventure's AL determines the challenge level of encounters, as well as who can play the adventure and the potential rewards for success. Remember that you must have between 4-6 players (plus the DM) to form a legal table.

If you use this My Realms adventure packet for characters within the Heroic tier (levels 1-10), the Adventure Level of your My Realms adventure can be 2, 4, 6, 8, or 10.

If you use this My Realms adventure packet for characters within the Paragon tier (levels 11-20), the Adventure Level of your My Realms adventure can be 12, 14, 16, 18, or 20.

All characters playing a My Realms adventure must be of the same tier and fall within a single four-level band (e.g., characters of levels 1-4, 2-5, 3-6, 4-7, 5-8, 6-9, 7-10, 11-14, 12-15, 13-16, 14-17, 15-18, 16-19, or 17-20) and a character cannot play at an AL that is more than three levels above his or her character level.

You are free to design your My Realms adventure for one particular Adventure Level, or to allow the players to select from a range of Adventure Levels. Unless you are extremely experienced with designing D&D encounters, it is recommended that you do not try to encompass an entire tier of play, but rather design your adventure for one particular AL, with notes prepared as to how you can modify the stat blocks to adjust one AL upward or downward on the fly. (This can be as simple as adding or subtracting 2 levels from all of the monsters, but for complex encounters, traps and

hazards, or elite and solo monsters, doing the math ahead of time is usually best.)

As DM and creator of the adventure, you have very wide discretion when it comes to fitting the challenges of the adventure to your group. If your group finds the challenges too easy or too difficult, feel free to increase or decrease the level of challenge appropriately. The goal is to challenge the PCs and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are ones where failure and character death are possible, but success and rewards are attainable through daring and smart play.

HOW MANY ENCOUNTERS?

Much depends on your style as a DM, but the *Dungeon Master's Guide* and *Dungeon Master's Guide 2* give excellent advice on creating and running adventures. These sourcebooks should be the first place you look for guidance when creating your My Realms adventure.

In general, the XP budget that you have to work with (see the following sections) allows you to create 2-3 combat encounters and 1-2 skill challenges. Any more than 3 combat encounters risks making the combats too easy or making the game run too long. However, it is your adventure. Focus on giving the PCs a fair challenge and showing the players a fun time.

WHAT RESOURCES CAN I USE?

Simply put, as the designer of your own My Realms adventure, you can use any material published by Wizards of the Coast and anything you create yourself. Printed content (such as *Monster Manual* books), *Dragon Magazine* article content, anything in the *D&D Compendium*, and even monsters, traps, and NPCs of your own design are all approved.

You cannot use material from a third-party publisher in your adventures, nor may you use publicly unavailable content that is the property of Wizards of the Coast (for example, if you have access to a monster stat block from an upcoming book that has not yet been publicly distributed in some manner by Wizards of the Coast, you may not use that material in a My Realms adventure).

You may use a My Realms adventure to adapt adventures from *Dungeon Magazine*. This will probably require you to adjust the stat blocks in the adventure (unless it happens to be written for exactly the right level of characters). No matter what rewards the *Dungeon* adventure gives out, you may not award more than the

XP and treasure listed in this packet. Most *Dungeon* adventures are too long to run in a single 4-hour RPGA time slot, so you will likely need to simplify the adventure down to just the key encounters. However, if you know that you will be running for the same group of players with the same characters for an extended period of time, you may extend your My Realms adaptation over multiple sessions (each 4-hour game session still awards its own XP and treasure, and each session's awards are subject to the limits found in this packet). In this fashion you could play a very long *Dungeon Magazine* adventure over two, three, or more individual sessions.

Remember that just because you are allowed to use your own legally-purchased materials published by Wizards of the Coast in your My Realms adventures, this does not give you any right to redistribute or republish those materials. All published content is protected by copyright law, and the trademarks of Wizards of the Coast are protected by trademark law, in the United States and other countries.

STOCKING YOUR ADVENTURE (EXPERIENCE POINT BUDGET)

Heroic-tier *Living Forgotten Realms* adventures typically offer a range of adventure levels covering the entire tier (ALs 2, 4, 6, 8, and 10). Paragon-tier *Living Forgotten Realms* adventures typically offer a range of adventure levels covering the entire tier (ALs 12, 14, 16, 18, and 20). You don't have to create all of those versions. You can, if you wish, create an adventure for one specific Adventure Level, or create stat blocks for ALs and then allow the players to choose which one they want to play.

When you are creating your adventure, you have a budget of experience points that you can spend to "purchase" the challenges faced by your players and their characters. This XP budget can be used to place monsters, traps, and hazards in encounters, and to build skill challenges.

Depending on what AL you choose to design your adventure for, you will have the following experience point budget for creating encounters. (It is generally best to design your adventure for 5 PCs, and then make notes as to how you would scale the adventure up for 6 players and down for 4. The *Dungeon Master's Guide* explains how to do this.)

You don't have to hit the target number exactly, but you should take care not to go below or above your XP budget by more than about 5%.

Adventure Level	Target XP budget		
	4 PCs	5 PCs	6 PCs
2	1,700 XP	2,125 XP	2,550 XP
4	2,400 XP	3,000 XP	3,600 XP
6	3,400 XP	4,250 XP	5,100 XP
8	4,800 XP	6,000 XP	7,200 XP
10	6,800 XP	8,500 XP	10,200 XP

Adventure Level	Target XP budget		
	4 PCs	5 PCs	6 PCs
12	9,600 XP	12,000 XP	14,400 XP
14	13,600 XP	17,000 XP	20,400 XP
16	19,000 XP	23,750 XP	28,500 XP
18	27,200 XP	34,000 XP	40,800 XP
20	38,000 XP	47,500 XP	57,000 XP

If you end up spending less experience on the adventure than the maximum, you must also reduce the treasure reward by a proportionate amount. If you end up spending more experience on the adventure than your budget, the PCs lose out, because they're unable to earn more than the maximum XP or treasure, and your adventure is likely to run long.

When designing combat encounters, keep in mind that the fundamental mathematics of 4th Edition suggest that using creatures at or near the party's level tends to make for the most enjoyable combat encounters. We strongly recommend that you cap the level of monsters using the following guidelines:

- No minions or standard monsters whose level is higher than the AL + 4;
- No elite creatures higher than AL + 3;
- No solo creatures higher than AL + 2; and
- Creatures with the soldier role should be capped at one level less than the other roles (so, for example, no elite soldiers higher than AL + 2).

Be very careful when using creatures from the Paragon tier in a Heroic tier adventure. Even if you scale the stat block according to the rules, there can be a large jump in power between 10th and 11th level creatures. Watch out for and consider adjusting powerful non-damaging conditions that result in action denial (such as dazing or stunning with at-will attacks), as well as for the increase in ongoing damage that happens when you go up a tier (Heroic tier monsters generally deal ongoing 5; Paragon tier monsters generally deal ongoing 10.)

Be extremely careful when using creatures from the Epic tier in a Paragon tier adventure. Even if you scale

the stat block according to the rules, there can be a large jump in power between 20th and 21st level creatures. Watch out for and consider adjusting powerful non-damaging conditions that result in action denial (such as automatic dazing or stunning with at-will attacks, and area-effect daze and stun attacks), as well as for the increase in ongoing damage that happens when you go up a tier (Paragon tier monsters generally deal ongoing 10; Epic tier monsters generally deal ongoing 15, ongoing 20, or more.)

You are free to adjust creatures upward and downward in level, using the rules found in the *Dungeon Master's Guide*. Generally, however, you are better off picking a new monster rather than adjusting a creature's level by more than 3, and be careful when adjusting creatures with meaningful non-damage effects (such as a creature that immobilizes or stuns), as those can be difficult to scale.

AWARDING EXPERIENCE POINTS

All PCs earn at least the Minimum XP Reward for completing the adventure (whether successful or not). In addition, you should determine how much each of your adventure's minor or major objectives are worth, and award experience accordingly.

A PC cannot earn more than the amount listed as the Maximum XP Reward for the adventure's AL.

My Realms adventures may not give out Major Quest XP awards.

Adventure Level	Minimum XP Reward	Maximum XP Reward
2	225 XP	425 XP
4	320 XP	600 XP
6	450 XP	850 XP
8	640 XP	1,200 XP
10	900 XP	1,700 XP

Adventure Level	Minimum XP Reward	Maximum XP Reward
12	1,200 XP	2,400 XP
14	1,700 XP	3,400 XP
16	2,375 XP	4,750 XP
18	3,400 XP	6,800 XP
20	4,750 XP	9,500 XP

Your adventure must be designed so that the PCs can earn the maximum XP reward by successful completion of the adventure's objectives, and success should be reasonably possible.

Treasure rewards must be tied into achieving objectives in the same proportion as experience awards. For example, if the PCs earn only 75% of the maximum XP because they failed certain objectives, then they can only earn 75% of the maximum base gold reward as well.

AWARDING TREASURE

As with experience points, the amount of treasure you can place in your adventure depends on the level of the adventure.

It is expected that PCs will receive a certain amount of non-magical treasure (coins, gems, jewelry, art objects, ritual components or other non-magical valuables) during or at the end of successful completion of an adventure. This is commonly referred to as "base gold" and the maximum amount that you can give to each PC as a reward is as follows:

Adventure Level	Maximum Base Gold Reward
2	75 gp
4	125 gp
6	225 gp
8	450 gp
10	675 gp

Adventure Level	Maximum Base Gold Reward
12	1,600 gp
14	2,750 gp
16	5,500 gp
18	11,000 gp
20	16,500 gp

In addition, at the end of the adventure, the PCs have the option to select what the *Living Forgotten Realms* campaign calls a "Treasure". For a My Realms adventure, the following Treasure options must always be included:

- **Treasure X (Choose an Item):** The character finds a Common magic item (of the character's level +2 or less) or an Uncommon magic item (of the character's level or less) of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The character must have an available found-item slot, and only permanent magic items may be

chosen with this option (no consumables, ammunition, etc.)

- **Treasure Y (Consumable plus Gold):** The character finds a *potion of healing* plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of healing* plus 0 gp

AL 4: *potion of healing* plus 25 gp

AL 6: *potion of healing* plus 100 gp

AL 8: *potion of healing* plus 250 gp

AL 10: *potion of healing* plus 400 gp

AL 12: *potion of vitality* plus 0 gp

AL 14: *potion of vitality* plus 750 gp

AL 16: *potion of vitality* plus 2,500 gp

AL 18: *potion of vitality* plus 6,000 gp

AL 20: *potion of vitality* plus 10,000 gp

- **Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 50 gp

AL 4: 75 gp

AL 6: 150 gp

AL 8: 300 gp

AL 10: 450 gp

AL 12: 1,000 gp

AL 14: 1,750 gp

AL 16: 3,500 gp

AL 18: 7,000 gp

AL 20: 11,000 gp

CALIMSHAN MY REALMS: ADDITIONAL TREASURES

If you are using an adventure hook from this packet, you may add the following Treasure options to the list above. These Treasures are otherwise similar to Treasure X.

Treasure A (Magic Turban): The character finds an Uncommon magic head slot item (of the character's level + 2 or less) of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

Treasure B (Magic Sash): The character finds an Uncommon magic waist slot item (of the character's level + 2 or less) of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

If a PC chooses Treasure X, A, or B (finding a permanent magic item), that item counts against the character's limit of one found magic item per level, as usual (see the *Living Forgotten Realms Campaign Guide* for further details on Treasures and found magic items). Note that the player makes the determination of the magic item selected by his or her character, not the DM.

For Treasures X, A, and B, the PC selects the item after applying XP gained in this adventure (even if the player hasn't had time to update his or her character yet). If this adventure gives the character enough XP to gain a level, use the character's new level to determine what level magic items are available.

The total gold you can distribute in your adventure includes any rewards paid to the PCs and any other wealth they picked up during the adventure. You may place magic items in the adventure (typically in the hands of NPCs) but the PCs may not choose these items as Treasures unless the item is from a player resource and within the level range listed in Treasure X, Treasure A, or Treasure B. However, if the PCs find magic items during the adventure (such as by taking the items from defeated enemies) they may use those items for the rest of the adventure, in accordance with the rules specified in the *Living Forgotten Realms Campaign Guide*.

You may choose to lend the PCs equipment or gold during the adventure (for example, money for bribes or a ritual scroll of Water Breathing). However, these must be returned at the end of the adventure if not used during the adventure, and any benefit accrued by their use is lost at the end of the adventure. A PC cannot, for example, borrow a ritual scroll or ritual components to perform a ritual with effects that last beyond the end of the adventure, or borrow money to buy a mount and keep it at the end of the adventure.

PCs cannot keep anything at the end of the adventure (or retain any benefits, such as from rituals) not accounted for in the adventure's listed rewards.

NO EXCEEDING THE LISTED REWARDS!

Under no circumstances may a PC exit any *Living Forgotten Realms* adventure, including a My Realms adventure, with more gold than the maximum gold reward for that adventure or with items paid for with gold not accounted for in the gold reward of the adventure (other than by selling some of the character's existing items, which isn't really part of the adventure's rewards).

No matter what clever meta-game trick someone comes up with, if it appears to create an exception to this

rule and allow a character to gain more than the listed gold, use gold not accounted for in the gold reward to purchase items, buy an item for less than its full gold piece value, sell an item for more than its normal sale price, or convert an item into a higher amount of gold or valuables than the item would sell for, it automatically fails. This is an ironclad rule even though we cannot list every possible contingency.

For example, a PC cannot purchase items with illusory gold. He cannot use thievery to steal gold or items from a merchant or get his gold back after he buys an item. He cannot feed magical weapons found in an adventure to a rust monster and use the residuum to create new items. Any gold, residuum, magic items or other valuables that are not accounted for as part of the adventure rewards (and anything a PC traded those unaccounted things for) are lost at the end of the adventure.

This is not intended to be a comprehensive list. If a character attempts to violate the spirit of this rule, whatever they are attempting simply does not work or something happens afterwards that causes them to lose whatever they gained.

However, should an item be destroyed by a rust monster, a PC may use any residuum recovered to replace a destroyed item with the exact same item. For example, if a +2 *flaming longsword* was destroyed by a rust monster, the PC could replace it with a new +2 *flaming longsword*, but he could not use the 5,000 gp worth of residuum to create a *belt of blood*. If a PC does not use the residuum to replace a destroyed item, it is lost at the end of the adventure.

CAMPAIGN CONSIDERATIONS

Calimshan My Realms adventures are a perfect way to fill in the gaps in plot and story between the episodic adventures that make up the *Living Forgotten Realms* campaign. Your adventure may (but does not have to) be connected to the events and NPCs presented in one of the following campaign adventures:

Heroic Tier

- **CALI3-1** *Malice of Mintar*
- **CALI3-2** *Menace of Memnon*
- **CALI3-3** *Agony of Almraiven*
- **SPEC4-3** *Conflict in Calimport*
- **ADCP4-2** *Lost City of Suldolphor*

Paragon Tier

- **CALI4-1** *Plain of Stone Spiders*
- **CALI4-2** *Dragon Above, Desert Below*
- **CALI4-3** *Twisted Rune*
- **SPEC4-3** *Mischief in Memnon*
- **ADCP4-2** *Lost City of Suldolphor*

Major Plot Arc:

The noble (and former slave of Memnon) Ala'Ammar desires to lead a crusade against the efreet-ruled city of Memnon and the djinn-ruled city of Calimport to liberate all of the slaves oppressed in the region. He has convinced the WeavePasha, ruler of Almraiven, to support this effort. You may choose to use Ala'Ammar or the WeavePasha as patrons for your adventure (see Appendix I).

You can use a Calimshan My Realms adventure to explain how the PCs arrived in a particular location in Calimshan, as a prequel adventure to establish NPCs and foreshadow plot elements in a Calimshan adventure, or as an epilogue to follow up with some of the secondary characters presented in the story arc. Or, you can invent your own plots and stories, so long as the adventure takes place in Calimshan. See the *Forgotten Realms Campaign Guide* (pages 98-99) and the *Forgotten Realms Player's Guide* (pages 84-85) for a complete background of the lore, settlements, and features of Calimshan. The possibilities are limitless!

It is strongly suggested that you avoid using significant NPCs and continuing plots from published *Living Forgotten Realms* adventures and other products; this helps ensure that your players don't undertake missions for or affect NPCs that may show up later under different circumstances. However, we do encourage you to make up your own plots and create your own NPCs! Therein lies the power and utility of the My Realms adventure.

SUGGESTED PLOTS

On the following pages we offer some ideas for plot hooks that would make for interesting adventures that are thematically appropriate to the Calimshan Story Area. Each hook also includes suggested Story Awards appropriate for an adventure based on that hook. You are not required to give the listed awards; they are only suggestions. Remind the players that each PC can only earn each unique Calimshan Story Award (CALIXX) one time, no matter how many My Realms adventures are played.

AID THE JANESSAR (HEROIC)

Plot Hook: A tribe of monsters (orcs or ogres) has stumbled upon the Janessar's secret outpost in the Marching Mountains. Can the PCs devise a way to keep their secret?

Plot Hook: The Janessar are organizing a raid against a caravan of slavers traveling to Memnon. Can they rescue the slaves while minimizing any casualties?

Plot Hook: A key Janessar agent's identity has been compromised. Can the PCs get her safely out of Calimport before she is caught and killed in the arena for sport?

Story Awards: CALI25 and/or CALI26

EXPLORE THE DESERT (HEROIC)

Plot Hook: Ala'Ammar wishes a group of PCs to chart a safe path through the desert, so that his army can cross without becoming lost in a sandstorm or losing supplies to a sinkhole, or encountering a hostile tribe of nomads, thri-kreen, or other hazards of the desert.

Plot Hook: Various ruins contain ancient and valuable treasures that can be sold to fund a war. Ala'Ammar has ancient maps revealing the location of several of these ruins. With the ever-changing landscape of the desert, perhaps the PCs can recover some lost relics to help the cause.

Story Awards: CALI26 and/or CALI27

ALLIED FORCES (HEROIC OR PARAGON)

Plot Hook: The Janessar would be a powerful ally in the upcoming confrontation with the slavers of Memnon and Calimport. Finding a way to bring them into the fold would strengthen Ala'Ammar's forces.

Plot Hook: Other countries have mighty military forces that could help, and an army needs supplies to stay at their best. Whether bringing in soldiers or supplies, any military aid is welcomed. As world travelers, the PCs have likely made many allies. Ala'Ammar suggests that they may be able to leverage those contacts and favors for help in the upcoming mission.

Plot Hook: The WeavePasha has ordered ships constructed in Almraiven to expand trade and gain allies with other seafaring nations. Can the PCs speed up negotiations and bring in the support needed?

Story Awards: CALI26, CALI27, CALI28, and/or CALI29

LOST RUINS (HEROIC OR PARAGON)

Plot Hook: The noted collector Dulmanico of Waterdeep is putting together an expedition to dig up the Tomb of the Astronomer and recover its age-old secret, but is this secret more valuable to the efforts of Ala'Ammar and the WeavePasha? The PCs could be the expedition from Waterdeep, or agents of Almraiven sent to intercept them!

Plot Hook: The Spires of Mir are home to plaguechanged creatures and earth-manifesting genasi. Can the power of the Spellplague in this ruined forest be harnessed as a weapon?

Plot Hook: Every one hundred years the shifting sands of the desert uncover the ruins of the ancient Grand Arena, and the various warring factions of Calimshan put aside their differences to participate in a glorious tournament. Can the PCs win the tournament and the prestige that goes with it?

Story Awards: CALI26, CALI27, CALI28, and/or CALI29

POLITICAL SUPPORT (PARAGON)

Plot Hook: Some of the nobles of Almraiven are publicly doubting the chances of success of Ala'Ammar's lofty ambitions to liberate the slaves of Memnon and Calimport. The WeavePasha asks the PCs to intervene and bring about political support for the cause.

Plot Hook: Jamah Hussein of House Najjar has challenged Ala'Ammar's status in Almraiven as head of House Asada. (See CALI3-1 Appendix 1 for details of this rivalry.) Jamah's death would throw the city into a state of civil war, but perhaps the PCs can settle this ancient rivalry once and for all.

Plot Hook: The young apprentices studying with the WeavePasha at his college in Almraiven have been dropping out at an alarming rate, leaving the city entirely. Are they fleeing the rumors of war, being corrupted by the Twisted Rune, or suffering an even more diabolical fate?

Story Awards: CALI27, CALI28, and/or CALI30

CALIMEMNON CRYSTAL (PARAGON)

Plot Hook: If the PCs failed to recover a shard of the *Calimemnon Crystal* in CALI4-1, CALI4-2, or CALI4-3, you can use a Calimshan My Realms adventure so that they can earn CALI19 as a replacement Story Award.

Plot Hook: The WeavePasha is grateful for any additional shards of the *Calimemnon Crystal* that the PCs can recover. The more shards he gathers, the stronger the reconstructed crystal will be.

Story Awards: Either CALI19 or CALI28, plus CALI29.

The above plot ideas are not planned to be the subject of future official *Living Forgotten Realms* adventures, so you are free to take them and run with them without fear of a future story conflict. You can certainly make up your own, but these plots may help you get a feel for the *Living Forgotten Realms* campaign in which your adventure will exist.

MY REALMS STORY AWARDS

With each My Realms adventure packet, we include a set of customizable Story Awards. It is your choice whether or not to use these awards. They are intended as tools for you to add depth and some extra reward to your adventure. The awards contain blank areas that you can customize to make them applicable to your adventure.

Award these if the PC completes the condition for the award that you determined when writing the adventure. Pass out certificates to the players for their story awards. Strike through any Story Awards that you do not want to use, or that the PCs did not earn during the adventure. The PCs may earn all three Story Awards, if you wish.

There are some important limitations on what you can do with these awards. Story Awards from a My Realms adventure can only be used to commemorate a character's achievements in the adventure or link to another My Realms adventure of yours; they cannot provide a benefit or hindrance to the character that extends back into the main LFR campaign.

You are free to write a My Realms adventure in which, depending on what story awards a PC has, they might gain temporary benefits or hindrances that last until the end of that adventure. However, a Story Award itself cannot grant a benefit or hindrance, as that might affect adventures outside of your control.

To be specific, these Story Awards cannot duplicate or count as Story Awards from other adventures (for

example, you cannot have a Story Award count as a recognition from an eladrin kingdom or as part of a Major Quest). You cannot grant any roleplaying or mechanical benefit through these Story Awards (for example, you could not knight a PC, allow them to join the Harpers, grant a divine boon, offer the ability to purchase an Uncommon magic item, give away a mount, or provide a bonus to skill checks). These are merely illustrative examples of the type of things that My Realms Story Awards are not able to do; this is not intended to be a comprehensive list.

You can only use these Story Awards to commemorate the characters' achievements or provide links to other My Realms adventures in which you are an author. My Realms adventure story awards cannot otherwise have any effect on a character.

Special Note: The provided certificates allow you to customize your adventure's story awards directly on the certificate. There are form fields in the certificate that you can fill in to describe the awards you have awarded to the characters. There is also a generic "DM Notes" field where you can record any other tracking information that you might want to use in a future My Realms adventure. This can be especially helpful if you plan to create a series of linked My Realms adventures.

MYRE21 Victory!

You have succeeded at your mission. Your bravery and perseverance will be remembered. Your DM may write more specifics about your achievement in the space below.

MYRE22 Favor of ...

You have earned the favor of the above-named entity. This favor may become quite valuable in future My Realms adventures. Your DM may write more specifics about this situation in the space below.

MYRE23 Enmity of ...

You have antagonized the above-named entity. This may come back to haunt you in future My Realms adventures. Your DM may write more specifics about this situation in the space below.

CALIMSHAN STORY AWARDS

With the Calimshan My Realms adventure packet, we have also included a set of Story Awards for the Heroic tier and the Paragon tier. It is your choice whether or not to use these awards. These awards should be given to PCs who complete the condition for the award that you determined when writing the adventure.

Pass out certificates to the players for their Story Awards. Strike through any awards that you do not use, or that the PCs did not earn during the adventure. The PCs may earn up to two of these Story Awards per Calimshan My Realms Adventure (plus up to three of the generic MYRE Story Awards).

CALI25 and **CALI26** can only be earned during a Heroic-tier Calimshan My Realms adventure.

CALI27 and **CALI28** can be earned during either a Heroic or Paragon Calimshan My Realms adventure, but only one can be obtained per adventure.

CALI29 and **CALI30** can only be earned during a Paragon-tier Calimshan My Realms adventure.

You may only earn each of the following unique Story Awards once, no matter how many different My Realms adventures you play in Calimshan. Story Awards CALI25 and CALI26 may only be earned in Heroic-tier My Realms adventures. Story Awards CALI29 and CALI30 may only be earned in Paragon-tier My Realms adventures. Story Awards CALI27 and CALI28 may be earned at either tier, but you may not earn both of them during the same adventure. If you earn both CALI27 and CALI28, the combination counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

CALI25 Trusted Ally of the Janessar

You have aided the Janessar in an important matter. The Janessar view you favorably. This Story Award counts as one favor in any situation where favors are needed to gain benefits or additional resources from the Janessar. If you owe the Janessar or have incurred their disfavor (such as Story Award **CALI01 Indebted to the Janessar**), you may expend this favor to repay that debt or cancel that obligation (void both Story Awards).

CALI26 Desert Survival Training

You have spent significant time in the Calimshan desert and learned vital survival techniques. You gain a +2 bonus to skill checks when dealing with natural environmental hazards in, and navigation through, the Calimshan Desert.

CALI27 Gratitude of Ala'Ammar

You have done a favor for Ala'Ammar, Patriarch of House Asada of Almraiven. If, at the start of an adventure, Ala'Ammar provides a gift or boon tied to a Story Award you do not have, you can expend this Story Award to gain that gift as if you had the missing Story Award. The DM may also agree to a different use of this favor during the play of a Calimshan adventure (the benefits of which cannot extend beyond that single adventure). Void this Story Award when you use the favor.

CALI28 Gratitude of the WeavePasha

You have done a favor for the WeavePasha, ruler of Almraiven. If, at the start of an adventure, the WeavePasha provides a gift or boon tied to a Story Award you do not have, you can expend this Story Award to gain that gift as if you had the missing Story Award. The DM may also agree to a different use of this favor during the play of a Calimshan adventure (the benefits of which cannot extend beyond that single adventure). Void this Story Award when you use the favor.

CALI29 Dune Runner

You may purchase one use of the Uncommon consumable item *dune runner's fruit* at the end of any adventure. You pay full market price. The *dune runner's fruit* does not occupy one of your found-item slots and any quantity you carry counts as a single Uncommon item when determining the total number of Uncommon items you are allowed to possess.

Dune Runner's Fruit		Level 11 Uncommon
<i>This fruit has gritty flesh and rough skin. Its thick juice is applied to the feet or shoes to speed travel.</i>		
Consumable:	Elixir	350 gp
Power ♦ Consumable (Minor Action)		
<i>Effect:</i> Until you take an extended rest, you ignore difficult terrain resulting from dirt, sand, or silt, and you leave no tracks in such terrain. If you start your turn standing on a solid surface, you can move across a nonsolid horizontal surface (such as silt or water) as if it were solid ground. If you are on a nonsolid surface at the end of your turn, you sink.		

Reference: *Dark Sun Campaign Setting*, page 129

CALI30 Pasha of Almraiven

For your service to the city of Almraiven, you are granted an honorary noble title of Pasha. This title does not interfere with your oaths to any other nation or organization. It commands respect, but not necessarily obedience, from residents of Almraiven.

If you swear fealty to Almraiven (breaking any other such oaths you may have made to other nations and suffering the consequences), you officially become a Pasha of Almraiven. You may fly a horsetail from your standard or add one to your crest, representing your status as a Pasha.

If you also have Story Award **CALI10 Completed the Battlecloak Saga**, Ala'Ammar further endorses your claim to the nobility. You may add an additional horsetail to your existing standard. If you also have (or later earn) Story Award **CALI17 Uncovered the Twisted Rune**, the WeavePasha further endorses your claim to the nobility. You may add an additional horsetail to your existing standard. (These benefits don't stack with the corresponding benefits of CALI10 and CALI17.)

The number of horsetails represents the seniority of Pashas in Almraiven. A third-class Pasha displays one horsetail, a second-class Pasha two, and a first-class Pasha three. As a third-class Pasha, you are granted a small residence in the city. A second-class Pasha's residence is upgraded to a small estate. If you become a first-class Pasha, a small palace is erected on your estate.

You are limited to a maximum of three horsetails and the rank of first-class Pasha, even if another Story Award would grant you additional status. (Only the WeavePasha displays four horsetails.)

APPENDIX I: INFORMATION AND IMPORTANT NPCs OF CALIMSHAN

ALA'AMMAR

Male Human, Patriarch of House Asada

Ala'Ammar, patriarch of House Asada, is an imposing gentleman. He twirls a large handlebar moustache as he speaks with a thick accent and an earnest smile.

Personality: Driven, honorable, proud

History: Ala'Ammar was once a slave of Memnon. After he gained his freedom, he devoted his life to freeing the slaves of Calimshan.

Ala'Ammar is a well-known and well-liked noble in Almraiven. He has committed many of his personal resources to sheltering escaped slaves and has ties to organizations opposed to slavery in the region, including the Janessar and the Brotherhood of Bonded Escape.

The first step was establishing bloodline. Since adventurers recovered the legendary *Battlecloak of Vycanea*, nobles of Almraiven and slaves have flocked to follow the patriarch of this well-respected house.

Now, Ala'Ammar and his supporters feel it is time to take the next step in freeing the enslaved of Calimshan: war against Memnon and Calimport.

CALIMSHAN BACKGROUND

PCs with Calimshan as their home region or who have adventured extensively there would know most of this information automatically. Other PCs can make a History check to see what they recall of the region.

The period between the beginning of the Spellplague and the Year of Holy Thunder (1450 DR) is known locally as the Second Era of Skyfire. What happened that year to send the warring elemental princes Calim (djinn) and Memnon (efreet) back to their home plane, no one knows. Their lieutenants and foot soldiers remain in Calimshan, and continue a bloody war based on little more than opposing philosophies.

The headquarters of the warring genasi factions are the cities of Memnon and Calimport. The human population of both cities serves as slaves and as fodder in the constant battles. Only the city of Almraiven, still rich in magic and well-defended, remains under human control. Indeed, it is the last bastion of human rule in Calimshan.

THE WEAVEPASHA

Male Human, Ruler of Almraiven

The WeavePasha is an old wizard wearing desert garb embroidered with arcane symbols and runes. He has the lingering odor of musty tomes.

Personality: Cautious, pragmatic, sincere

History: The WeavePasha is an old and powerful wizard who has ruled Almraiven for many years. He is also headmaster of the arcane college in Almraiven, which attracts many promising young apprentices. The WeavePasha has managed to maintain Almraiven as the one free human city in the region. Slaves dream of escaping to the safety of Almraiven.

The WeavePasha is sworn to protect Almraiven from the endless threat of war from Calimshan and Memnon. For years he has held back the efreet, djinn and genasi attacks, but the safety of the city is tenuous at best and could fall at any moment. Perhaps the most amazing accomplishment is that the WeavePasha has managed to hide this fact from the citizens of Almraiven, who enjoy the fragile protection with blissful ignorance.

Prior to the genasi uprising, Almraiven was the premier center for magical study within Calimshan. Because the Spellplague left the spellcasters of the city relatively unharmed, they were able to defend it from the genasi rebellion that overthrew human rule in greater Calimshan. Some humans who escaped the clash of Calim and Memnon fled to Almraiven, the last large pocket of humanity in Calimshan. Almraiven's arcane tradition bolsters its defenses, and an arcane college recently founded by the WeavePasha assures the city's continued attraction for young apprentices.

(Sources: FRPG p. 84; FRCG p. 98).

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

MYRE4~1 My REALMS: CALIMSHAN

You may only earn each of the following unique Story Awards once, no matter how many different My Realms adventures you play in Calimshan. Story Awards CALI25 and CALI26 may only be earned in Heroic-tier My Realms adventures. Story Awards CALI29 and CALI30 may only be earned in Paragon-tier My Realms adventures. Story Awards CALI27 and CALI28 may be earned at either tier, but you may not earn both of them during the same adventure. If you earn both CALI27 and CALI28, the combination counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

CALI25 Trusted Ally of the Janessar

You have aided the Janessar in an important matter. The Janessar view you favorably. This Story Award counts as one favor in any situation where favors are needed to gain benefits or additional resources from the Janessar. If you owe the Janessar or have incurred their disfavor (such as Story Award CALI01 **Indebted to the Janessar**), you may expend this favor to repay that debt or cancel that obligation (void both Story Awards).

CALI26 Desert Survival Training

You have spent significant time in the Calimshan desert and learned vital survival techniques. You gain a +2 bonus to skill checks when dealing with natural environmental hazards in, and navigation through, the Calimshan Desert.

CALI27 Gratitude of Ala'Ammar

You have done a favor for Ala'Ammar, Patriarch of House Asada of Almraiven. If, at the start of an adventure, Ala'Ammar provides a gift or boon tied to a Story Award you do not have, you can expend this Story Award to gain that gift as if you had the missing Story Award. The DM may also agree to a different use of this favor during the play of a Calimshan adventure (the benefits of which cannot extend beyond that single adventure). Void this Story Award when you use the favor.

CALI28 Gratitude of the WeavePasha

You have done a favor for the WeavePasha, ruler of Almraiven. If, at the start of an adventure, the WeavePasha provides a gift or boon tied to a Story Award you do not have, you can expend this Story Award to gain that gift as if you had the missing Story Award. The DM may also agree to a different use of this favor during the play of a Calimshan adventure (the benefits of which cannot extend beyond that single adventure). Void this Story Award when you use the favor.

CALI29 Dune Runner

You may purchase one use of the Uncommon consumable item *dune runner's fruit* at the end of any adventure. You pay full market price. The *dune runner's fruit* does not occupy one of your found-item slots and any quantity you carry counts as a single Uncommon item when determining the total number of Uncommon items you are allowed to possess.

Dune Runner's Fruit

Level 11 Uncommon

This fruit has gritty flesh and rough skin. Its thick juice is applied to the feet or shoes to speed travel.

Consumable: Elixir 350 gp

Power ♦ **Consumable** (Minor Action)

Effect: Until you take an extended rest, you ignore difficult terrain resulting from dirt, sand, or silt, and you leave no tracks in such terrain. If you start your turn standing on a solid surface, you can move across a nonsolid horizontal surface (such as silt or water) as if it were solid ground. If you are on a nonsolid surface at the end of your turn, you sink.

Reference: *Dark Sun Campaign Setting*, page 129

CALI30 Pasha of Almraiven

For your service to the city of Almraiven, you are granted an honorary noble title of Pasha. This title does not interfere with your oaths to any other nation or organization. It commands respect, but not necessarily obedience, from residents of Almraiven.

If you swear fealty to Almraiven (breaking any other such oaths you may have made to other nations and suffering the consequences), you officially become a Pasha of Almraiven. You may fly a horsetail from your standard or add one to your crest, representing your status as a Pasha.

If you also have Story Award CALI10 **Completed the Battlecloak Saga**, Ala'Ammar further endorses your claim to the nobility. You may add an additional horsetail to your existing standard. If you also have (or later earn) Story Award CALI17 **Uncovered the Twisted Rune**, the WeavePasha further endorses your claim to the nobility. You may add an additional horsetail to your existing standard. (These benefits don't stack with the corresponding benefits of CALI10 and CALI17.)

The number of horsetails represents the seniority of Pashas in Almraiven. A third-class Pasha displays one horsetail, a second-class Pasha two, and a first-class Pasha three. As a third-class Pasha, you are granted a small residence in the city. A second-class Pasha's residence is upgraded to a small estate. If you become a first-class Pasha, a small palace is erected on your estate.

You are limited to a maximum of three horsetails and the rank of first-class Pasha, even if another Story Award would grant you additional status. (Only the WeavePasha displays four horsetails.)

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

MY REALMS ADVENTURE:

MYRE21 Victory!

You have succeeded at your mission. Your bravery and perseverance will be remembered.

MYRE22 Favor of _____

You have earned the favor of the above-named entity. Having this favor may play an important role in a future adventure.

MYRE23 Enmity of _____

You have antagonized the above-named entity. This may come back to haunt you in a future adventure.

Other DM Notes:

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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Other DM Notes:

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS®

SESSION TRACKING

DUNGEON MASTER

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