

MYRE2-2

MY REALMS P3

(HIGH-PARAGON TIER)

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

A My Realms adventure is the DM's chance to shape the fate of a group of characters. Are you up to the challenge? A *Living Forgotten Realms* adventure set in the DM's imagination for characters levels 17-20.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D[®] play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2010 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of an officially scheduled event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

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 designed for player characters (PCs) levels 17-20. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

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 two customizable story objects. You use these components to create and run your own *Living Forgotten Realms* adventure for your players.

To learn more about the *Living Forgotten Realms* character creation guidelines and other aspects of the campaign, RPGA event sanctioning, and Dungeons & Dragons Rewards, visit the RPGA website at www.wizards.com/rpga.

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 several things:

- A unique game element (monster, map, trap, etc.) that you can add to your adventure to make it unique for the players.
- Sample plots and rumors to bring your players deeper into the ongoing *Living Forgotten Realms* story.
- An RPGA session tracking form
- Two customizable story awards

If you're playing this adventure as part of an RPGA-sanctioned event, be sure to complete and turn in the RPGA 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. It 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 adventure program.

To be clear, you are not allowed to do any of the following with a My Realms adventure:

- **You may not distribute your adventure** to any other DM, player, or organizer (other than your co-author, if you have one).
- **Each My Realms adventure is limited to a maximum of two (2) named authors.** Only the named authors are permitted to DM a My Realms adventure. However, the creators are allowed to personally DM the adventure as many times as they want.
- **My Realms adventures may not be run as "interactives"** nor may they be used to rewrite or replace the *Living Forgotten Realms* adventures officially sanctioned by Wizards of the Coast.
- **You may not "re-skin" an existing *Living Forgotten Realms* adventure** with a My Realms adventure. Your adventure should be a unique experience. You are allowed to feature a location, event, or minor NPC from another adventure to link it back to the main LFR campaign, but you shouldn't rewrite the story or reuse major plot elements from an official adventure.
- **You may not create a 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 alter the play format of the game** through a My Realms adventure. Essentially, you're playing a normal game of D&D using the adventure that you created. You cannot invent your own special rules that modify the way a player or character interacts with the *Living Forgotten Realms* campaign.
- **There must never be direct PC-versus-PC combat** in any *Living Forgotten Realms* adventure, including a My Realms adventure. You may not force or permit player characters to fight directly against other player characters. For example, you could not 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). The dominated condition is part of the core rules, and characters subjected to that condition may temporarily be forced to attack one another, but 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.

ADVENTURE GUIDELINES

All the standard rules for RPGA adventures hold true for My Realms adventures. The My Realms adventure must be ordered and sanctioned just like all other *Living Forgotten Realms* adventures. My Realms adventures may be offered at either Public Play or Private Play events.

When running a My Realms adventure as part of an RPGA-sanctioned event, you must follow the RPGA general rules, and the rules detailed in the *Living Forgotten Realms Character Creation Guide* and other campaign documentation.

My Realms adventures can be played multiple times by the same player, just like a standard *Living Forgotten Realms* adventure. In addition, the same adventure code (such as MYRE2-2) 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.

When you design your adventure, design it for a four-hour time slot for 4-6 players—this is especially true if you are running it as part of a public event.

LEVEL OF PLAY

My Realms adventure packets (like all *Living Forgotten Realms* adventures) are created for a certain level band. This level band determines the general levels you should design your adventure for, as well as restricting what PC can play the adventure, based on that PC's level. It also determines the general level of rewards granted for adventure success.

This My Realms adventure packet is created for the P3 level band (levels 17-20), so you should design your adventure to challenge a group of 4-6 characters of those levels. Unless you know the exact levels of the characters your players will be bringing to the table, you'll want to prepare two sets of stat blocks (one for low tier and another for high tier).

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 experience point budget (see the following section) that you have to work with 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 showing the PCs a fun game.

WHAT RESOURCES CAN I USE?

Simply put, as the creator of your 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 (upon release of the compiled issue at the end of each month), 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 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)

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; to build skill challenges; and to offer rewards for minor quests.

Living Forgotten Realms adventures typically offer both a "low tier" and a "high tier" version. If you know the target character levels, you don't have to create both versions. You can also create a version of your adventure that supports both tiers, and then allow the players to choose which tier they want to play.

Tier	Encounters	Quest	Treasure
17-20 (Low-18th)	6,000 XP per PC	400 XP per PC	8,500 gp per PC
17-20 (High-20th)	8,400 XP per PC	560 XP per PC	13,500 gp per PC

LOW TIER (TARGET LEVEL 18)

For the low-tier version of your adventure, you have an experience point budget of 6,000 XP per PC. Therefore, if you plan to have 5 players at your table when you run your My Realms adventure, your total XP budget would be 30,000 XP to create your encounters. (It's generally best to design your adventure for 5 PCs, and make some notes for how you would scale the adventure up if you have 6 players, or how you would scale it down if you have 4 players. The *Dungeon Master's Guide* explains how to do this.) You also have a discretionary XP award of 400 XP per PC to use as a minor quest award. If you do

not give the PCs a minor quest award, then you can add that XP to your budget for stocking encounters.

For the low tier, it is strongly suggested that you cap the level of monsters encountered as follows: no minions or regular creatures higher than level 22, no elite creatures higher than level 21, and no solo creatures higher than level 20.

HIGH TIER (TARGET LEVEL 20)

For the high-tier version of your adventure, you have an experience point budget of 8,400 XP per PC. Therefore, if you have 5 players at your table when you run your My Realms adventure, your total XP budget would be 42,000 XP to create your encounters. You also have a discretionary XP award of 560 XP per PC to use as a minor quest award. If you do not give the PCs a minor quest award, then you can add that XP to your budget for stocking encounters.

For the high tier, it is strongly suggested that you cap the level of monsters encountered as follows: no minions or regular creatures higher than level 24, no elite creatures higher than level 23, and no solo creatures higher than level 22.

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

TREASURE

The amount of treasure you can place in your adventure depends on whether the adventure is played at the low or high tier. At low tier, your adventure can be stocked with non-magical treasure (coins, gems, art, etc.) worth up to 2,200 gp per PC. At high tier, the non-magical treasure value you can reward is 6,000 gp per PC.

In addition, at the end of the adventure, the PCs have access to take what the *Living Forgotten Realms* campaign calls a “treasure bundle.” For this adventure, the treasure bundles include the following options:

- Any magic item from the *Player's Handbook* series (*Player's Handbook*, *Player's Handbook 2*, etc.) of the PC's level or lower.
- An extra 8,500 gp at low tier or an extra 12,500 gp at high tier.

If a PC chooses the first treasure bundle (any magic item from any *Player's Handbook*), that bundle counts against the limit of one found magic item per level (see the *Living Forgotten Realms Character Creation Guide* for further details on treasure bundles and found magic items). Note that the player makes the determination on

the magic item selected by his or her character, not the DM.

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 treasure bundles unless the item comes from the *Player's Handbook* series and the item level is equal to or less than the PC's level. 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 Character Creation Guide*.

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 (other than by selling some of the character's existing items, which isn't really part of the adventure's rewards). This is an ironclad rule even though we cannot list every possible contingency. 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 sell an item for 100% of its market value or otherwise convert any item into a higher amount of gold than the item would sell for, it automatically fails.

For example, you cannot write a My Realms adventure where the PCs feed all their magic weapons to a rust monster in order to gain residuum which they then convert to additional gold. However, should a character's magic items be destroyed by a rust monster, the PC may use the residuum at the end of the adventure to replace any destroyed item with the exact same item. For example, if a character's +2 *flaming longsword* was destroyed by a rust monster, the character may replace it with a new +2 *flaming longsword*, but may not use the 5,000 gp worth of residuum to purchase a +2 *symbol of battle*. Since PCs cannot gain more gold than the adventure's listed maximum, if they do NOT use the residuum to replace their destroyed items, the excess gold value is lost.

CAMPAIGN CONSIDERATIONS

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. If players want to know why they are in Waterdeep one adventure and then the next, a My Realms adventure can be created to answer that question. My Realms adventures can be set anywhere you'd like within the constraints of the FORGOTTEN REALMS campaign setting, not just the campaign's focal regions.

My Realms adventures can also be placed together to form an ongoing sub-plot that the PCs can follow when not taking part in other *Living Forgotten Realms* adventures.

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 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.

What follows is a list of potential plots that you should feel free to use when making your adventure. These plots have been suggested by the campaign staff and are not intended 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. The rumors can be seeded across different adventures to give your players a sense of what's going on in the broader world, not just the location where their current adventure takes place.

LIST OF PLOTS AND RUMORS

AGLAROND

Plot Hook: The son of one of the Simbarchs of Veltalar has been acting erratically ever since returning the waters of Laothkund the Drowned, baring the rapier Elanthia, which his party found in the depths. The elegant blade is said to offer a portion of its magic to any other the blade the owner touches, spreading its blessings among the wielder's allies.

Rumor 1: Agitators have been seen in the streets of Veltalar, haranguing passersby calling for war with various neighboring countries. All of them have been armed with a rapier.

MYRE2-1 My Realms Adventure Packet (P3)

Rumor 2: Witnesses have claimed to have seen small skulking forms have been seen in dark alleys of late. No one knows who they might be or what they might be up to, but rumors suggest that they may be tied to a rash of disappearances from poor families.

AKANÛL

Plot Hook: The government is quietly purchasing shipments of gemstones from the mines, rather than allowing them to be exported. The quantity points to an immense arcane ritual of some kind, but nobody is willing to confirm or deny this fact.

Rumor 1: Five houses in Airspur turned to glass overnight. Local arcane specialists confirm that the glass is identical to that on the forbidden Glass Mesa, but cannot tell how or if this trend will continue, and if it could affect the local population...and possibly much more.

Rumor 2: The Firestorm Cabal is desperately seeking strong-willed adventurers. The safe house near Brassune apparently keeps sending the identical message that all is well...leading the Cabal to assume the worst.

Rumor 3: Two linked portal rituals have gone badly awry in Airspur recently. Local wayfarers are seeking immediate assistance to delve into this mystery, by taking a blind trip through a portal established to test out the problem. Few people have shown any willingness to entertain the possibility of entering this portal, as it apparently exits onto an ice field...and gigantic predators.

BALDUR'S GATE

Plot Hook: Ix'thikal Gloombringer, an agent of the Shades living in the city has been kidnapped by pirates who sail the Sword Coast. These pirates, lead by Ciriella the Sea Witch, are known for being supported by powerful magic when preying on the lucrative shipping between Baldur's Gate and Waterdeep. Normally any misfortune that might fall the agents of the Shades would be cause for celebration, but the pirates plan to sacrifice Ix'thikal in a ritual to summon a powerful Angel of Vengeance in the service of Umberlee who will ensure the pirates' supremacy on the sea. Now several important interests in Baldur's Gate are calling for adventures to infiltrate the pirate stronghold, protected by bloodthirsty pirates, canny wizards, and hordes of archons and rescue the agent of the Shades.

Rumor 1: Strong, some would say magical, winds have been plaguing the Bloomridge neighborhood, causing several deaths by falling.

Rumor 2: High Priest Faenor of Oghma is looking for adventurers to go the Abyss in search of scroll that he purports holds an ancient ritual of incredible power not seen since before the Spellplague.

CORMYR

Plot Hook: The Crown has decided to allow some limited logging of the King's Forest which has angered Tirgald, a druid that had lived deep within. He has begun rallying fey and animals to stage attacks on nearby settlements. Unaware of the cause of these attacks, commonfolk whisper of the Queen of Thorns.

Rumor 1: There was an accident at the last horse fair in Arabel. The horses went mad, and a dozen people were trampled. No one knows what spooked the horses.

Rumor 2: Rumors say that the most powerful and dangerous prisoners are escaping from Wheloon. Shadowy, tattooed figures have been observed skulking around in the swamps of the Vast.

DALELANDS

Plot Hook: With the discovery of the mines of Tethyamar, the Brightaxe dwarves desire to consolidate their claim before Netheril does. Dread monsters of the underdark, Netherese forces, and treacherous drow are the least of the worries for those sent out to stake the claim: for to get to the mines, old wards and a magical barrier have to be broken down. But are those wards and barriers to keep people out - or to keep something else in?

Rumor 1: A rift in the drow faith has them openly fighting each other. Lolth seems to have lost her control over her faithful - though some say this is all part of her move in a complex game of Sava between the gods.

Rumor 2: Outburst of Spellplague are rocking the Thunder Peaks, causing avalanches and creating treacherous terrain that turns those who enter it mad. Something is unleashing magic in the area - some say in a great spell duel that has been going on for weeks.

DRAGON COAST

Plot Hook: Years of uneasy coexistence has degenerated into all-out conflict between the goliaths and dwarves of the Orsraun Mountains. The desire of the Goliath Sunspeakers to reclaim holy sites high on mountain peaks is matched only by the dwarves' stubbornness to cede territory rich with platinum.

Rumor 1: Any time the two warring groups appear to be nearing any form of agreement, those voicing reason and peace suffer untimely (and often fatal) accidents.

Some have speculated that an unknown third party may be meddling.

Rumor 2: Though the dwarves deny it, it has been said that the goliaths have recently captured several high ranking dwarf-maidens and are holding them hostage in a well defended site. Likewise, the goliaths deny that amongst them is a faction which is adamant that captives should be slain as an object lesson to the dwarves.

EAST RIFT

Plot Hook: A group of aboleth servitors, called skum in ancient times, have walked into Delzimmer seeking asylum from the Abolethic Sovereignty. Is it possible that slaves of the unknowable aboleths can free themselves through strength of will or good fortune? Can loved ones caught by the Aboleths be rescued? Or is this part of some complicated plot to infiltrate the aboleths' enemies?

Rumor 1: Drow scouts have been seen near Underhome.

Rumor 2: Rumors suggest that a vein of mithral has been discovered that has all the normal properties of that metal, but is somehow tainted to harm aberrant creatures. Despite this benefit, the stories say that objects made of this tainted mithral are twisted in strange and unusual ways.

IMPILTUR

Plot Hook: A member of the Grand Council begs the PCs for help. He claims to have been targeted by a demon assassin sent by the Fraternity of Tharos and is to pay for someone to keep him safe at the same time as tracking down and destroying the assassin. What he isn't saying is that the "assassin" is actually an efreet looking to take back a treasure in rare coins that was stolen from him by agents of the Councilor.

Rumor 1: Strange coins have found their way into common circulation. They are very large, and warm to the touch.

Rumor 2: Rumors abound that the royal line hasn't entirely died out and an heir still lives. Is it true, or just part of a con?

LURUAR

Plot Hook: A group of fomorians have established a portal from their dark caverns to the outskirts of Silverymoon. They are using this portal to slip into the city where they replace eladrin newborns with fomorian changling babies who look just the babes they are swapped for. One mother doesn't know of the plot, but is

worried that her new child doesn't seem quite right. She suspect the child may be cursed and seeks aid to help her.

Rumor 1: Lycanthropes in the Eastern Glimmerwood have begun stirring up trouble again.

Rumor 2: Three Harpers have gone missing the last three months, one a month, after having visited Everlund.

MOONSHAE ISLES

Plot Hook: In the northern reaches of the Isles, a frost giant cleric of Kostchtchie, the frost giant demon known as the Prince of Wrath, has gathered up several clans of giants and plans to attack the human settlements. More than just any normal giant incursion, Kostchtchie has blessed his servant with several powerful rageborn that add considerable strength to the already significant giant numbers.

Rumor 1: Strangely cold weather has recently beset the isles. Arcanists whisper that the unseasonably chilly weather is far from nature, but none seem able to counter whatever magic is causing it.

Rumor 2: A fey creature call itself the Wishbringer has been granting wishes to anyone that gives it one of their teeth. Sadly, their wishes don't seem to turn out like they expected.

TYMANTHER

Plot Hook: Finally, you have destroyed the king and queen but where does the unknown gate lead to. Should you travel to the "beyond" or call it a day? That's a silly question, you're heroes and adventurers.

Rumor 1: When an aboleth asks for assistance, this can only mean bad news.

Rumor 2: A great dragon has recently made itself known who has been silent since the time before the Spellplague.

WATERDEEP

Plot Hook: Lord Ran Grifstone is trying to enlist adventurers in a plan to save the life of the Open Lord of Waterdeep from an impending attack by assassins. He sees an opportunity to be named a Masked Lord of Waterdeep.

Rumor 1: The Shadow Thieves of Amn are in collusion with one of the Masked Lords of Waterdeep and their goal is the destruction of Waterdeep.

Rumor 2: An expedition to Luskan is planned, in preparation for an occupying mercenary army, but whose army?

CORE: ASTRAL SEA

Plot Hook: Stories are running rampant across the Astral Sea of a creature calling itself The Bride (*QUES2-1 Stir Not the World's Doom*). Some say she is one of the Dawn Titans returned, while others claim she is a primordial creature of terrible power and beauty. In her name, a group of Githyanki have been recruiting dispossessed and malcontented demons to a small fleet that has begun raiding outposts in the Astral Sea. A fortune in diamonds has been offered by several concerned communities to stop the Gith fleet and their rageborn shock troops.

Rumor 1: Gossip among planar travelers is filled with equal parts terror and admiration for The Bride. Some rush to join her, while other flee.

Rumor 2: A group of salad have been seen in the Astral Sea. Whatever their purpose, it can't be good.

CORE: THESK

Plot Hook: Tal Min, a particularly vicious adventurer of Shou decent from the city of Phsant, was exploring near the borders of Thay when he was attacked and slain by a swarm of undead creatures. Rising as a Soulspike Devourer with the Death Master template, Tal Min has begun attacking homes in the countryside of Thesk, raising his victims as undead minions and leaving behind evidence that falsely implicates Thay as the culprit. Tal hopes to provoke a war with Thay in a twisted attempt to gain revenge on the country he blames for his undead state.

Rumor 1: Filauxerimos the ancient copper dragon has announce a contest to solve a complicated riddle in exchange for a cache of valuable magic items. The catch is the magical riddle can only be found in a cave in the Dragonjaw Mountains filled with devious traps. Getting to the riddle may be more difficult than solving it.

Rumor 2: Skirmishes with Tuigan riders are occurring with increasing frequency along the border. Could another horde be mustering?

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.

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.

EXCERPT: RAGEBORN (DEMONOMICON)

Towering glaciers and howling blizzards make the Iron Wastes a fitting home for Kostchtchie, the frost giant demon known as the Prince of Wrath. Only desperation or foolishness brings a traveler to the 23rd layer of the Abyss, where death awaits in the form of Kostchtchie's rage, brutal weather, and roaming bands of frost giants, demons, and fouler creatures. This layer is rife with portals leading to other abyssal layers and across the planes.

Rageborn are apelike demons that have become numerous in the Iron Wastes since the ascension of Kostchtchie. Numerous kinds of rageborn exist, each with diverse abilities, but all rageborn are servitors of the Prince of Wrath. As befits this status, rageborn are creatures of raw fury, their battle cries infused with the dark will of their lord. The rageborn do not seek out allies. Instead, stronger demons and mortals force them into service with threats of violence, magical compulsion, and promises of fresh meat.

Rageborn Frosthurler	Level 17 Artillery
Medium elemental humanoid (demon)	XP 1,600
HP 130; Bloodied 65	Initiative +12
AC 31, Fortitude 30, Reflex 28, Will 29	Perception +13
Speed 6, climb 4	Darkvision
TRAITS	
O Blessing of Kostchtchie (cold) • Aura 1	
Any enemy that starts its turn within the aura takes 10 cold damage.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d8 + 5 damage, or 3d10 + 9 damage while the frosthurler is bloodied.	
r Ice Bolt (cold) • At-Will	
Requirement: The frosthurler must not be bloodied.	
Attack: Ranged 20 (one creature); +20 vs. Fortitude	
Hit: 3d10 + 9 cold damage, and the target is slowed (save ends).	
TRIGGERED ACTIONS	
Bloodied Rage	
Trigger: The frosthurler is first bloodied.	
Effect (No Action): The frosthurler gains 20 temporary hit points.	
Variable Resistance • Encounter	
Trigger: The frosthurler takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The frosthurler gains resist 10 to the triggering damage type until the end of the encounter.	
Str 23 (+14)	Dex 19 (+12)
Con 22 (+14)	Int 7 (+6)
	Wis 21 (+13)
	Cha 9 (+7)
Alignment chaotic evil	
Languages Abyssal	

Frosthurlers are no less savage in melee than their more powerful rageborn kin. They excel at lashing out at targets from across the battlefield, crippling them with abyssal cold as the frosthurlers' allies close in. In combat, the demon lobbs *ice bolts* until it is bloodied, after which it flies into a rage with melee attacks against the nearest foes.

Rageborn Barbclaw	Level 17 Soldier
Medium elemental humanoid (demon)	XP 1,600
HP 166; Bloodied 83	Initiative +14
AC 33, Fortitude 30, Reflex 29, Will 27	Perception +13
Speed 6, climb 4	Darkvision
TRAITS	
Savage Marking	
While a creature marked by the barbclaw is adjacent to the barbclaw, it grants combat advantage.	
STANDARD ACTIONS	
m Barbed Claw • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d10 + 9 damage, and the target is marked and slowed (save ends).	
C Choking Vapors (poison) • Recharge 6	
Attack: Close blast 3 (enemies in blast); +20 vs. Fortitude	
Hit: 4d8 + 7 poison damage, and the target is weakened until the end of the barbclaw's next turn.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The barbclaw takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The barbclaw gains resist 10 to the triggering damage type until the end of the encounter.	
Str 23 (+14)	Dex 19 (+12)
Con 22 (+14)	Int 4 (+5)
	Wis 21 (+13)
	Cha 9 (+7)
Alignment chaotic evil	
Languages Abyssal	

The rageborn barbclaw delights in cutting a destructive swath through its foes. Creatures struck by a barbclaw cannot defend themselves in battle, quickly falling to the demon and its allies. In combat, a barbclaw unleashes *choking vapors* to weaken its initial targets, then strikes repeatedly with *barbed claw*. As long as foes are weakened and slowed, the barbclaw moves from target to target.

Rageborn Ambusher	Level 18 Skirmisher
Medium elemental humanoid (demon)	XP 2,000
HP 174; Bloodied 87	Initiative +17
AC 32, Fortitude 31, Reflex 30, Will 28	Perception +14
Speed 6, climb 4	Darkvision
TRAITS	
Combat Advantage	
The rageborn ambusher deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
m Slashing Claw • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 8 damage, and the ambusher slides the target 1 square. The ambusher then shifts 1 square as a free action.	
C Abyssal Fire (fire, zone) • Recharge 5 6	
Attack: Close blast 5 (creatures in blast); +21 vs. Reflex	
Hit: 4d8 + 8 fire damage, and the blast creates a zone. Any creature that enters the zone or ends its turn there takes 10 fire damage. At the start of the demon's turn, roll a d20. On a result of 15 or higher, the zone ends.	
MOVE ACTIONS	
Leaping Ambush • At-Will	
Effect: The ambusher jumps 4 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The ambusher takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The ambusher gains resist 10 to the triggering damage type until the end of the encounter.	
Str 23 (+15)	Dex 22 (+15)
Con 22 (+15)	Int 4 (+6)
	Wis 20 (+14)
	Cha 9 (+8)
Alignment chaotic evil Languages Abyssal	

A rageborn ambusher combines the bloodlust common to all its kind with a powerful leap that lets it fall screaming on its hapless foes. Though no more intelligent than other rageborn, ambushers possesses more tactical instinct. In combat, the demon coughs up *abyssal fire* to limit the movement of its foes. An ambusher stays in motion, avoiding opportunity attacks with *slashing claw* and *leaping ambush*.

Rageborn Horror	Level 19 Brute
Medium elemental humanoid (demon)	XP 2,400
HP 222; Bloodied 111	Initiative +14
AC 31, Fortitude 32, Reflex 31, Will 30	Perception +14
Speed 6, climb 4	Darkvision
TRAITS	
Reckless Charger	
When charging, the rageborn horror gains a +2 bonus to speed and deals 2d6 extra damage if it hits with the charge attack.	
STANDARD ACTIONS	
m Rending Claw • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 16 damage, and the target takes ongoing 10 damage (save ends).	
C Horrid Bellow (force) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in blast); +22 vs. Will	
Hit: 4d12 + 7 force damage, and the horror pushes the target 3 squares and knocks it prone.	
TRIGGERED ACTIONS	
Variable Resistance • Encounter	
Trigger: The horror takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The horror gains resist 10 to the triggering damage type until the end of the encounter.	
Str 25 (+16)	Dex 21 (+14)
Con 22 (+15)	Int 4 (+6)
	Wis 20 (+14)
	Cha 9 (+8)
Alignment chaotic evil Languages Abyssal	

A brute that lives only to destroy, the rageborn horror exemplifies the rageborns' reputation for savagery. A rageborn horror's voice alone can knock foes off their feet. A rageborn horror is all but unstoppable in battle, attacking with single-minded ferocity. Charging into the fray, a horror lacks the cunning to do anything more than repeatedly lash out at the nearest targets, or to let loose with a *horrid bellow* if surrounded. Easily goaded into a fight, rageborn horrors are predictable in only one situation. When marked, a horror ignores other enemies to strike at the foe that dares to challenge it.

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)

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)

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)

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

My REALMS ADVENTURE:

MYRE21 Victory!

MYRE22 Favor of _____

MYRE23 Enmity of _____

Other DM Notes:

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

My REALMS ADVENTURE:

MYRE21 Victory!

MYRE22 Favor of _____

MYRE23 Enmity of _____

Other DM Notes:

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

My REALMS ADVENTURE:

MYRE21 Victory!

MYRE22 Favor of _____

MYRE23 Enmity of _____

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	RPGA/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2010 Wizards of the Coast LLC

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	RPGA/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2010 Wizards of the Coast LLC