

MYRE3-2

MY REALMS (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 of the Paragon tier (levels 11-20).

Important Note: If you previously created a My Realms adventure using one of the Year 1 or Year 2 MYRE packets (MYRE1-1 through 1-4, or MYRE2-1 through 2-2) then you can still run that adventure using the appropriate MYRE3-X packet (3-1 for Heroic tier; 3-2 for Paragon tier). You no longer need to follow the level band restrictions specified by the old packets. The MYRE3-X packets use the Year 3 guidelines for table formation. The new packets also have different XP and treasure guidelines from the old packets. You must update your adventure to the new Adventure Level system, which may affect the XP and gold rewards (at some ALs, the rewards have not changed, but at other ALs, the new rewards are higher than the old awards, and all ALs now have access to generic Treasures that were previously not available in My Realms).

However, the new rewards contained in this packet are only valid for MYRE adventures played on or after 20 April 2011. Players may NOT retroactively be given additional XP or treasure, nor may they make different found-item selections if they previously chose found items under the older, more restrictive, treasure bundle rules. If you have any questions, please post in the LFR Community forum.

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 Paragon tier of play (levels 11-20).

Any character of the appropriate tier may play the adventure, but 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 12, level 13, and four level 15 characters may not choose to play the AL 16 version of an adventure because level 16 is more than three levels above the 12th-level character. This group could choose to face the adventure at either AL 12 or AL 14, but they will probably choose AL 14 because that's the best fit for the group (the average character level is $85/6 =$ approximately 14).

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 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 20, and a group of players with 14th-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 14th-level PCs (AL 16, AL 14, or AL 12), or the players will have to wait until their characters are 17th level (which is the soonest any character can participate in an AL 20 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 three 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, and event sanctioning, visit the LFR Community at our campaign website:

<http://community.wizards.com/lfr>

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
- Three customizable story awards

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. 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.

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 one another, 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 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 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 MYRE3-2) 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, you should design it to fit within a four-hour time slot for 4-6 players. 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 have 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.

This My Realms adventure packet is created 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. An adventure's AL determines the challenge level of encounters, as well as who can play the adventure and the potential rewards for success.

All characters playing a My Realms adventure must fall within a single four-level band (levels 11-14, 12-15, 13-16, 14-17, 15-18, 16-19, or 17-20) and no individual character can 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 the 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 the adventure one AL upward or downward.

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 sections) 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 giving the players a fun game, and giving the PCs a convincing but not overwhelming challenge.

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)

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.)

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

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%.

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 experience or treasure, and your adventure is likely to run long.

When designing combat encounters, keep in mind that using creatures at or near the party’s level will often make for a more enjoyable battle. 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 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), 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. (The minimum and maximum amounts are per PC, regardless of how many characters are in the party.)

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

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
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 only possible Treasure options are the following:

- **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 vitality* 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 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 12: 1,000 gp
- AL 14: 1,750 gp
- AL 16: 3,500 gp
- AL 18: 7,000 gp
- AL 20: 11,000 gp

If a PC chooses the first treasure bundle (Treasure X), that bundle 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 on the magic item selected by his or her character, not the DM.

For Treasure X, the PC is selecting the magic item after applying experience gained in this adventure (even if the player hasn’t had time to update his or her character yet). If this adventure caused the PC to gain a level, he can use his new level to determine what level magic items are available to him.

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 is from a player resource and within the level range listed in Treasure X. 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 an 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

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 Thay 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 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.

For a list of potential plots and rumors suggested by the campaign staff, please visit the wiki on the LFR Community site at:

<http://community.wizards.com/lfr>

These plots 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.

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 story 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.

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, or grant a divine boon, the ability to purchase an Uncommon magic item, a mount or 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, and 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.

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

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
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