

Living Forgotten Realms Schedule

As of June 11, 2009

Please note: This is the final schedule. The events listed here will run at the scheduled times. Any additions will be handled at the convention as LFR Open Events.

Preregistration for the events are done at <http://www.warhorn.org/ConOnTheCob2009LFR>

Adventure Name: BALD1-1 Flames of Initiation (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 1:00 PM – Thu 5:00 PM (4 Hrs)
Description: You have come to the city of Baldur's Gate in search of adventure and quickly discover the Flaming Fist, one of the largest and most powerful mercenary companies in all Faerun. To survive in this teeming metropolis, you must prove both your physical and political prowess, and the challenges you will face might turn out to be far more complicated than you imagined. A Living Forgotten Realms adventure set in Baldur's Gate for characters levels 1-4.

Adventure Name: CORE1-4 Crystal Clear (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 1:00 PM – Thu 5:00 PM (4 Hrs)
Description: The Low Market of Athkatla is no place for the more delicate flowers of civilization. For those of a less savory character, or whose reputations need not be protected quite so zealously, however, the Low Market is a bazaar like no other. Goods and services of all kinds can be had as long as the price is right...and the price is always right. But today, the coin of the realm seems to be something other than gold. A Living Forgotten Realms adventure set in Amn for characters levels 4-7.

Adventure Name: CORE1-8 Taken (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 1:00 PM – Thu 5:00 PM (4 Hrs)
Description: The Night Knives have been punished for the kidnapping of many children in the city of Saerloon and with it the authorities say the crime has been solved and the abductions stopped. But is it ever that simple? What if some say that there are still children missing that need rescuing from a dark fate indeed? A Living Forgotten Realms adventure set in Sembia for characters levels 7 - 10. Sequel to CORE1-5 Touched by Darkness.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 1:00 PM – Thu 5:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: EAST1-1 These Hallowed Halls (1-4)**
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 3:00 PM – Thu 7:00 PM (4 Hrs)
Description: The Crafty Kobold Salvage Company has fearlessly plumbed forgotten treasures from the depths of the earth for many years. Now the owner's son has gone missing and he needs adventurers of uncommon mettle to brave the dangers of the Underdark, find the lost explorers, and perhaps even unlock the ancient secrets of Lodestone Deep. A Living Forgotten Realms adventure set in the East Rift for characters levels 1-4.

**NOTE: EAST1-4 is a direct sequel to EAST1-1. It is recommended you play EAST1-4 after EAST1-1. This is not a requirement of course.

Adventure Name: DALE1-2 Blades for Daggerdale (4-7)**
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 3:00 PM – Thu 7:00 PM (4 Hrs)
Description: Regular attacks by creatures of the wild turn life in Daggerdale into a nightmare. So when mercenaries offer protection for a fee, does it matter that these were the old enemies of the past? A Living Forgotten Realms adventure set in the Dalelands for characters levels 4-7.

**NOTE: DALE1-4 is a direct sequel to DALE1-2 at the same level. It is recommended you play DALE1-4 right after DALE1-2. This is not a requirement.

Adventure Name: WATE1-3 The Woolmen's Restless Tomb (7-10)**
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 3:00 PM – Thu 7:00 PM (4 Hrs)
Description: A rich Waterdhavian guild wants to lay its former guildmaster to rest in lavish ceremony, but the guild tomb is occupied by undead. Adventurers are sought to clear out the undead and discover clues as to how they came to be there. A Living Forgotten Realms adventure set in Waterdeep for characters levels 7-10.

**NOTE: WATE1-4 is a sequel to WATE1-3 and is the same level. It is recommended you play WATE1-4 right after WATE1-3. This is not a requirement of course.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 3:00 PM – Thu 7:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: BALD1-4 Silent Streets and Vanished Souls (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 6:00 PM – Thu 10:00 PM (4 Hrs)
Description: A distraught father has gotten no satisfaction from the city authorities of Baldur's Gate, so he turns to sellswords in hopes of finding his lost daughter. The truth of her disappearance may reveal dark secrets from the city's past – secrets that those on both sides of the law would kill to protect. A Living Forgotten Realms adventure set in Baldur's Gate for characters levels 1-4.

Adventure Name: CORE1-10 Dancing Shadows (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 6:00 PM – Thu 10:00 PM (4 Hrs)
Description: On most occasions, the trip from the ruins of Spellgard back to civilization is reasonably safe. But what happens when the road is more dangerous than expected - especially when shadows bite? First part of Bane of Shadows trilogy. A Living Forgotten Realms adventure set in the Fallen Lands for characters levels 4 - 7.

Adventure Name: AGLA1-3 The Worst of All Snares (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 6:00 PM – Thu 10:00 PM (4 Hrs)
Description: There are those in Aglarond who seek to undo the harmony that defines this peninsular nation. A request for aid from a local wizard draws you into the savage underbelly of the slums of Old Velprintalar to confront these villains and put an end to their plans. A Living Forgotten Realms adventure set in Aglarond for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 6:00 PM – Thu 10:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: EAST1-4 Darkness in Delzimmer (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 8:00 PM – Fri 12:00 AM (4 Hrs)
Description: A simple caravan run to the free city of Delzimmer takes an unexpected turn. It's said that there is no honor among thieves. Unfortunately, their struggles can still cause collateral damage, and the future of the Crafty Kobold Salvage Company hangs in the balance. A Living Forgotten Realms adventure set in the East Rift for characters levels 1-4.

Adventure Name: DALE1-4 The Lady in Flames (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 8:00 PM – Fri 12:00 AM (4 Hrs)
Description: Fey creatures wreathed in blue flames have been leaving the Spiderhaunt forest to harass the citizens of Shadowdale. Lady Ulphor requests that you delve into the forest and retrieve or destroy the source of their newfound powers. This adventure is the second part of the Byar's Seven major quest, which started in DALE1-2 Blades for Daggerdale. A Living Forgotten Realms adventure set in the Dalelands for characters levels 4-7.

Adventure Name: WATE1-4 Mystery of Deepwater Harbor (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 8:00 PM – Fri 12:00 AM (4 Hrs)
Description: The Necromancer strikes again at Waterdeep and the brave adventurers must unravel the mystery behind his revenge. This adventure is Part 2 of a major quest, Quest for the Necromancer and follows the story in WATE1-3 The Woolmen's Restless Tomb. A Living Forgotten Realms adventure set in Waterdeep for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 8:00 PM – Fri 12:00 AM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: LFR Late Night
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Thu 11:00 PM – Fri 3:00 AM (4 Hrs)
Description: LFR Late Night is for those who are crazy enough to game after midnight. Like LFR Open, the players and judge decide what adventure to play. Time is usually not a factor, but all players and the judge must agree on a stop time (and it cannot go past 7am). Any adventure published for LFR may be run.

Adventure Name: AGLA1-1 Lost Temple of the Fey Gods (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 8:00 AM – Fri 12:00 PM (4 Hrs)
Description: Faeries, sprites, nymphs, and dryads – the fey creatures of Faerûn’s wild places are often dismissed as nuisances and pranksters. Those who truly understand the fey know that as with all things natural, there is a darker side to these creatures of fancy. Could a rash of stolen food and sleep dust traps point to a more sinister threat lurking on the wild side of reality? A Living Forgotten Realms adventure set in Aglarond for characters levels 1-4.

Adventure Name: CORE1-5 Touched by Darkness (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 8:00 AM – Fri 12:00 PM (4 Hrs)
Description: Young children do not look at the world the same way as adults. So what to do when a panicked girl tells them she is chased by monsters and needs their protection and those monsters say they are her teachers? A Living Forgotten Realms adventure set in Sembia for characters levels 4-7.

Adventure Name: MOON1-3 Black Gold (7-10)**
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 8:00 AM – Fri 12:00 PM (4 Hrs)
Description: Dirty Barnison got his treasure: a mysterious, almost invisible, metallic stone of some unknown substance. A visitor from a far away land now asks you to help him find some more of it and is willing to pay top price for your efforts. A Living Forgotten Realms adventure set in The Moonshae Isles for characters levels 7-10.

**NOTE: MOON1-4 is a direct sequel to MOON1-3 at the same level. It is recommended you play MOON1-4 right after MOON1-3. This is not a requirement of course.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 8:00 AM – Fri 12:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: SPEC1-1 Shades of the Zhentarim (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 9:00 AM – Fri 5:00 PM (8 Hrs)
Description: Zhentil Keep is a city with a storied history, even if most of the tale is not fit for innocent ears. A mission to find the wayward son of a wealthy merchant leads deep into the secrets, deceptions, and brutal power on which the dreaded Zhentarim built their ominous keep. A Living Forgotten Realms two-round special adventure set in Zhentil Keep for characters levels 1-4.

Adventure Name: SPEC1-2 Zhents Ancient Shadows (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 9:00 AM – Fri 5:00 PM (8 Hrs)
Description: Rumors of an ancient artifact, sacred to Shar, have proven all too true. The church of Amaunator has assembled an expedition to return to Zhentil Keep, enter the dangerous twilight-shrouded southern ruins, and destroy the artifact before it can return to its dark mistress. Will you join the followers of the Light on their quest to purge the Shadow? A two-round continuous-play Living Forgotten Realms Special adventure set in Zhentil Keep for characters levels 7-10.

Adventure Name: MINI1-1 Stirring the Embers (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 9:00 AM – Fri 5:00 PM (8 Hrs)
Description: All is not well in the Great Port of Tarmalune and no one speaks of it. People are disappearing toward some fell purpose, and you are next. A two-round Living Forgotten Realms adventure that is Part 1 of the Embers of Dawn mini-campaign, set in Tarmalune for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the mini-campaign, but it is not required.

Adventure Name: WATE1-1 Heirloom (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 10:00 AM – Fri 2:00 PM (4 Hrs)
Description: An old tutor asks the adventurers to recover a stolen family heirloom for a “down-on-their-luck” Waterdhavian noble family. A Living Forgotten Realms adventure set in Waterdeep for characters levels 1-4.

Adventure Name: IMPI1-2 Breaking Point (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 10:00 AM – Fri 2:00 PM (4 Hrs)
Description: The cities of Impiltur are rife with crime and corruption. Many a citizen suffers silently with nowhere to go, but when an extortionist goes too far, one weaponsmith is brave enough to hire adventurers even though there are signs of the supernatural. A Living Forgotten Realms adventure set in Impiltur for characters levels 4-7.

Adventure Name: CORM1-3 Head Above Water (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 10:00 AM – Fri 2:00 PM (4 Hrs)
Description: The Valwater family has fallen on hard times but believes that a secret near their family’s decaying estates may redeem their good name. Can the PCs uncover the truth that will restore the family’s honor? A Living Forgotten Realms adventure set in Cormyr for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 10:00 AM – Fri 2:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: TYMA 1-5 From One Dwarf to Another (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 1:00 PM – Fri 5:00 PM (4 Hrs)
Description: When an annoying dwarf goes missing, nobody in Ruinspoke really cares. Well, nobody except a fellow dwarf, that is. But it takes more than just one dwarf to mount a rescue mission... A Living Forgotten Realms adventure set in Tymrather for characters levels 1-4.

Adventure Name: DRAG1-2 A Thin Gray Line (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 1:00 PM – Fri 5:00 PM (4 Hrs)
Description: Shady people making even shadier deals are commonplace in the docks district of Westgate. Locals have learnt that siding with the lesser of many evils is the only way to scratch out a living, but when a new chief sergeant upsets the delicate balance of power, the fallout threatens to affect the entire docks district. A Living Forgotten Realms adventure set in the Dragon Coast for character levels 4-7.

Adventure Name: MOON1-4 Block Blood (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 1:00 PM – Fri 5:00 PM (4 Hrs)
Description: The Black Blood tribe holds sway over much of the island of Moray. An ambitious young man wants to break their power and make the island safe again. However, he cannot do it alone. Part 2 of "The Fisherman" Major Quest. A Living Forgotten Realms adventure set in the Moonshae Isles for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 1:00 PM – Fri 5:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: WATE1-5 Lost in the Fog (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 3:00 PM – Fri 7:00 PM (4 Hrs)
Description: As a deep fog blankets the Crown of the North, a fish gifts the adventurers with the chance to do a good deed. Returning lost property seems like an easy task. A Living Forgotten Realms adventure set in Waterdeep for characters levels 1-4.

Adventure Name: IMPI1-4 Bandits on the Farm (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 3:00 PM – Fri 7:00 PM (4 Hrs)
Description: A small farming community is being forced to give up their harvest to protect themselves from bandits. You can protect the people if you can convince them that they will be safe after your intervention. A Living Forgotten Realms adventure set in Impiltur for characters levels 4 – 7.

Adventure Name: CORM1-4 Black Steel and Blue Fire (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 3:00 PM – Fri 7:00 PM (4 Hrs)
Description: What is a man touched by the Spellplague? A wonder to a scar pilgrim from the Vilhon Wilds, an object of horror or pity to a native of Cormyr, or just another opportunity for profit to an Amnite merchant. Ask the man himself, though, and he will say a man touched by the Spellplague is a man alone. A Living Forgotten Realms adventure set in Cormyr for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 3:00 PM – Fri 7:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: AGLA1-5 Shell Game (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 6:00 PM – Fri 10:00 PM (4 Hrs)
Description: The commander of the Watchwall is looking for adventurers for a special mission into the Tannith Mountains. The Watchwall is always undermanned and Captain Arol thinks he may have found some new recruits. But war, like politics, can make for strange bedfellows. A Living Forgotten Realms adventure set in Aglarond for characters levels 1-4.

Adventure Name: DRAG1-4 Falling Snow, White Petal (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 6:00 PM – Fri 10:00 PM (4 Hrs)
Description: Master Fan-Ji has a problem and needs the help of professionals who value the arts of discretion, and diplomacy but can also pack a decent punch when those fail... and if you can keep a stubborn mule under control that would be handy too! A Living Forgotten Realms adventure set in Dragon Coast for characters levels 4-7.

Adventure Name: CORE1-14 What Storms May Come (11-14)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 6:00 PM – Fri 10:00 PM (4 Hrs)
Description: Darkness and light struggle and heroes are once again drawn to unravel the secret of the radiant vessel. Can the truth be determined and the machinations of Szass Tam put to an end? This adventure is the conclusion of the “Radiance Against Thay” major quest and sequel to CORE1-2 Radiant Vessel of Thesk and CORE1-6 Incident at the Gorge of Gauros. A Living Forgotten Realms adventure for levels 11-14.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 6:00 PM – Fri 10:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: CORM1-5 In the Bleak Midwinter (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 8:00 PM – Sat 12:00 AM (4 Hrs)
Description: There is something rotten in the city of Suzail. While the Midwinter Festival brings throngs of competitors, merchants, and spectators, it also brings an element of danger. When the Crown turns to the PCs for help, it's up to them to uncover what lurks under the city's snow and ice. A Living Forgotten Realms adventure set in Cormyr for characters levels 1-4.

Adventure Name: CORE1-11 Drawing a Blank (11-14)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 8:00 PM – Sat 12:00 AM (4 Hrs)
Description: The city of Westgate is the focus of many rumors and plots. Recent stories tell of faceless skulkers who wander the city's streets at night and then vanish into thin air when confronted. Who or what could be causing this phenomenon? A Living Forgotten Realms adventure set in Westgate for characters levels 11-14.

Adventure Name: DALE1-3 Master and Servant (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 8:00 PM – Sat 12:00 AM (4 Hrs)
Description: A man of importance has disappeared in hostile territory, and may have been captured. Returning him to safety might not be easy. Sometimes... things are exactly as they seem. A Living Forgotten Realms adventure set in the Dalelands for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 8:00 PM – Sat 12:00 AM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: LFR Late Night
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Fri 11:00 PM – Sat 3:00 AM (4 Hrs)
Description: LFR Late Night is for those who are crazy enough to game after midnight. Like LFR Open, the players and judge decide what adventure to play. Time is usually not a factor, but all players and the judge must agree on a stop time (and it cannot go past 7am). Any adventure published for LFR may be run.

Adventure Name: DRAG1-5 White Petal Falling (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00AM – Sat 12:00 PM (4 Hrs)
Description: Intrigue and conflict flow through Nathlekh's underbelly. A subversive organization has taken over the gambling trade in Nathlekh City's foreign quarter and is using its newfound influence to reshape politics in the region. Extortion, murder and martial arts combine in this exotic city at the end of the Golden Way. A Living Forgotten Realms adventure set in the Dragon Coast for characters levels 7-10.

Adventure Name: AGLA1-2 At the Foot of the Lighthouse (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00AM – Sat 12:00 PM (4 Hrs)
Description: The Sea of Fallen Stars is the lifeblood for many who live along the coast of Aglarond. For the men and women who ply their trades over its dangerous depths, the sight of a lighthouse means a welcome return to the relative safety of shore. That is, of course, unless the lighthouse in question is no longer dedicated to guiding travelers along the safe path. A Living Forgotten Realms adventure set in Aglarond for characters levels 4-7.

Adventure Name: DALE1-5 Hunters' Down (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00AM – Sat 12:00 PM (4 Hrs)
Description: Vengeance smolders in the hearts of many. It sometimes takes only a little spark to flare back to an all-consuming rage. A Living Forgotten Realms adventure set in the Dalelands for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00AM – Sat 12:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: SPEC1-3 Ghosts of the Past (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 9:00AM – Sat 5:00 PM (8 Hrs)
Description: Note: Make sure you register for the proper level band.
Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to cleanup one of the many dangerous ruins within her forest kingdom. This year she is looking for several groups. A Living Forgotten Realms adventure set in Myth Drannor for characters levels 1-14. There are four versions of this adventure, one for each level band. Characters at the same table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

Adventure Name: SPEC1-3 Ghosts of the Past (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 9:00AM – Sat 5:00 PM (8 Hrs)
Description: Note: Make sure you register for the proper level band.
Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to cleanup one of the many dangerous ruins within her forest kingdom. This year she is looking for several groups. A Living Forgotten Realms adventure set in Myth Drannor for characters levels 1-14. There are four versions of this adventure, one for each level band. Characters at the same table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

Adventure Name: SPEC1-3 Ghosts of the Past (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 9:00AM – Sat 5:00 PM (8 Hrs)
Description: Note: Make sure you register for the proper level band.
Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to cleanup one of the many dangerous ruins within her forest kingdom. This year she is looking for several groups. A Living Forgotten Realms adventure set in Myth Drannor for characters levels 1-14. There are four versions of this adventure, one for each level band. Characters at the same table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

Adventure Name: SPEC1-3 Ghosts of the Past (11-14)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 9:00AM – Sat 5:00 PM (8 Hrs)
Description: Note: Make sure you register for the proper level band.
Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to cleanup one of the many dangerous ruins within her forest kingdom. This year she is looking for several groups. A Living Forgotten Realms adventure set in Myth Drannor for characters levels 1-14. There are four versions of this adventure, one for each level band. Characters at the same table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

Adventure Name: MINI1-2 The Burning Scent of Perfumed Swords (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 9:00AM – Sat 5:00 PM (8 Hrs)
Description: Investigations bring you to the perfumed back alleys of Sambral where it becomes clear that you are not the first to look into the activities of the fire cult. All those who have come before you have disappeared or been left a ruin of their former selves; leaving you to wonder, “Will you share their fate?” A two-round Living Forgotten Realms adventure that is Part 2 of the Embers of Dawn mini-campaign, set in Sambral for characters levels 1-4. It is recommended that you play the Embers of Dawn mini-campaign adventures in sequential order with one character for the best enjoyment and play possibilities within the Mini-campaign, but it is not required.

Adventure Name: BALD1-5 Lost Refuge (7-10)**
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 10:00AM – Sat 2:00 PM (4 Hrs)
Description: An unseen menace lurks in the Cloak Wood. The common folk of the villages and logging camps along the perimeter of the forest have begun to vanish. The forest is filled with beasts, monsters, and vicious fey. And if that wasn't enough, the investigation just might end up involving you in an ancient, endless struggle. A Living Forgotten Realms adventure set in Baldur's Gate for characters levels 7-10. This adventure begins the “Fey Gates of the Sea of Swords” major quest.

**Note: This adventure continues with MOON1-5 at the same level band. It is recommended you play MOON1-5 right after this adventure. It is not required.

Adventure Name: AKAN1-2 The Depths of Airspur
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 10:00AM – Sat 2:00 PM (4 Hrs)
Description: Kidnappers have taken the daughter of a wealthy noble lord. You are entrusted with the task of saving her before it's too late. A Living Forgotten Realms adventure set in Akanûl for characters levels 4-7.

Adventure Name: LURU1-3 Shades of Blue Fire (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 10:00AM – Sat 2:00 PM (4 Hrs)
Description: A century ago, the Spellplague changed the very face of Faerun. Now, whispered rumors emerging from the wilderness around Sundabar tell of a hitherto unknown and yet active plagueland surrounding the forsaken and long abandoned village of Dorn's Ford. A Living Forgotten Realms adventure set in Luruar for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 10:00AM – Sat 2:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: AKAN1-5 Shell Game (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 1:00PM – Sat 5:00 PM (4 Hrs)
Description: A package lands in your hands, and sounds of combat are all around. Whatever is within must reach its destination, and only you can carry it there now. What do you do? A Living Forgotten Realms adventure set in Akanûl for characters levels 7-10.

Adventure Name: AGLA1-4 Through Twilight Boughs (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 1:00PM – Sat 5:00 PM (4 Hrs)
Description: The Tome of Twilight Boughs is a legendary book of powerful ancient Yuir rituals protected by cryptic magic. The tome, or a copy of it, has recently been found. A half-elf scholar believes he has decoded a portion of it and now invites adventurers to help verify his findings. But how exactly does one verify the contents of a book over 2,000 years old? This adventure is the second part of the Tome of Twilight Boughs major quest, which began in AGLA1-1 Lost Temple of the Fey Gods. A Living Forgotten Realms adventure set in Aglarond for characters levels 4-7.

Adventure Name: QUES1-1 Black Cloaks and Bitter Rivalries (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 1:00PM – Sat 5:00 PM (4 Hrs)
Description: Note: You must have completed the Zhentarim Infiltration Quest and have properly filled out adventuring logs to participate in this adventure. You have haggled with the potter, you have given the coin to the stranger, and you have spared the life of an agent. Now, the Zhentarim is offering you a chance to join their ranks. Darkhold awaits for those clever and ruthless enough to infiltrate the Zhentarim. A Living Forgotten Realms adventure set in the Western Heartlands for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 1:00PM – Sat 5:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: MOON1-5 Lost Love (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 3:00PM – Sat 7:00 PM (4 Hrs)
Description: Moonshadow, an old eladrin adventurer, has been missing for years: Long enough to be forgotten by man, but an eladrin's life is much longer than most. An old love seeks to find out what has happened to him. A Living Forgotten Realms adventure set in The Moonshae Isles for characters levels 7-10. This adventure continues the "Fey Gates of the Sea of Swords" major quest that started in BALD1-5 Lost Refuge.

Adventure Name: AKAN1-4 Ruins in Ruins (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 3:00PM – Sat 7:00 PM (4 Hrs)
Description: When the Spellplague brought Akanûl to the Realms, many items were shattered and lost. Pieces of something are now surfacing, and it is imperative that the government of Akanûl finds it before anyone else. A Living Forgotten Realms adventure set in Akanûl for characters levels 4-7.

Adventure Name: LURU1-4 Prey for the Night (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 3:00PM – Sat 7:00 PM (4 Hrs)
Description: The Eastern Glimmerwood is avoided by all but the most foolhardy with good reason. For here, in the lands of the People of the Black Blood, the civilized races are not the hunter; here they are nothing but prey. A Living Forgotten Realms adventure set in Luruar for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 3:00PM – Sat 7:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: CORE1-13 The Fate of Camp 15 (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 6:00PM – Sat 10:00 PM (4 Hrs)
Description: Your travels have brought you to the pearl-trading city of Ankhapur, near the Lake of Steam. You have been asked to visit a nearby outpost and pick up a shipment of pearls. It seems like easy money. Unfortunately, something has killed off most of the divers and nearly shut down the operation. Now you must discover the source of this camp's troubles before you share its fate. A Living Forgotten Realms adventure for characters levels 1-4.

Adventure Name: EAST1-5 Mole Hunt (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 6:00PM – Sat 10:00 PM (4 Hrs)
Description: You have been tasked to travel through the Chondalwood in an attempt to retrieve a doppelganger spy working for the dwarves of Eartheart. However, any task involving a doppelganger is sure to have its complications... A Living Forgotten Realms adventure set in the East Rift for characters levels 4-7.

Adventure Name: CORE1-9 Ages Best Left Forgotten (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 6:00PM – Sat 10:00 PM (4 Hrs)
Description: Someone with a long memory has found that others have uncovered something he hoped everyone else had forgotten. Can you journey to a twisted land and aid in the re-emergence of something that some feel is best left missing? A Living Forgotten Realms adventure set in Thay for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 6:00PM – Sat 10:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: ADCP1-1 Jungle Hunt (1-4)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00PM – Sun 12:00 AM (4 Hrs)
Description: Note: Make sure you sign up for the proper level band.
Note: All players must be of the same adventuring company and this must be documented properly on your adventuring logs. Failure to provide documentation will disqualify the character from the event.
A great hunt has been called in the jungles of Chult. The Amnian trading costers of Port Nyranzaru are competing to see which one can bring in the biggest, rarest beasts as trophies, and they're looking for adventuring companies to do the hunting. A LFR adventure for levels 1-14. At least 4 in the party must be from the same Adventuring Company, and all of the characters at the table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

Adventure Name: ADCP1-1 Jungle Hunt (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00PM – Sun 12:00 AM (4 Hrs)
Description: Note: Make sure you sign up for the proper level band.
Note: All players must be of the same adventuring company and this must be documented properly on your adventuring logs. Failure to provide documentation will disqualify the character from the event.
A great hunt has been called in the jungles of Chult. The Amnian trading costers of Port Nyranzaru are competing to see which one can bring in the biggest, rarest beasts as trophies, and they're looking for adventuring companies to do the hunting. A LFR adventure for levels 1-14. At least 4 in the party must be from the same Adventuring Company, and all of the characters at the table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

Adventure Name: ADCP1-1 Jungle Hunt (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00PM – Sun 12:00 AM (4 Hrs)
Description: Note: Make sure you sign up for the proper level band.
Note: All players must be of the same adventuring company and this must be documented properly on your adventuring logs. Failure to provide documentation will disqualify the character from the event.
A great hunt has been called in the jungles of Chult. The Amnian trading costers of Port Nyranzaru are competing to see which one can bring in the biggest, rarest beasts as trophies, and they're looking for adventuring companies to do the hunting. A LFR adventure for levels 1-14. At least 4 in the party must be from the same Adventuring Company, and all of the characters at the table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

Adventure Name: ADCP1-1 Jungle Hunt (11-14)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00PM – Sun 12:00 AM (4 Hrs)
Description: Note: Make sure you sign up for the proper level band.
Note: All players must be of the same adventuring company and this must be documented properly on your adventuring logs. Failure to provide documentation will disqualify the character from the event.
A great hunt has been called in the jungles of Chult. The Amnian trading costers of Port Nyranzaru are competing to see which one can bring in the biggest, rarest beasts as trophies, and they're looking for adventuring companies to do the hunting. A LFR adventure for levels 1-14. At least 4 in the party must be from the same Adventuring Company, and all of the characters at the table must be within a single level band (1-4, 4-7, 7-10, or 11-14).

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 8:00PM – Sun 12:00 AM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: LFR Late Night
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sat 11:00 PM – Sun 3:00 AM (4 Hrs)
Description: LFR Late Night is for those who are crazy enough to game after midnight. Like LFR Open, the players and judge decide what adventure to play. Time is usually not a factor, but all players and the judge must agree on a stop time (and it cannot go past 7am). Any adventure published for LFR may be run.

Adventure Name: CORE1-12 Songs of the Heart (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 8:00 AM – Sun 12:00 PM (4 Hrs)
Description: A tale of two adventurers leads you to the fabled city of Evereska. Non-natives are not always allowed to enter so this is a one-time opportunity. It starts with the simple task of locating a missing person but obviously more is afoot. Can you keep cool and find out what is going wrong before the poet recites his last poem? A Living Forgotten Realms adventure set in the Fallen Lands for characters levels 7-10. Second part of the “Bane of Shadows” trilogy, which began in CORE1-10 Dancing Shadows.

Adventure Name: TYMA1-2 Taking Stock of the Situation (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 8:00 AM – Sun 12:00 PM (4 Hrs)
Description: In the outlying village of Ruinspoke, something or someone is taking the livestock. Others have attempted to investigate, but they have not returned. A Living Forgotten Realms adventure set in Tymander for characters levels 4-7.

Adventure Name: DRAG1-3 A Stab in the Dark (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 8:00 AM – Sun 12:00 PM (4 Hrs)
Description: Somewhere beneath the dirty streets of Westgate’s docks district, its one shining light of justice is held hostage by a force intent on extinguishing any resistance. A rescue mission must be mounted, and it all starts at...a masquerade ball? A Living Forgotten Realms adventure set in the Dragon Coast for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 8:00 AM – Sun 12:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: IMPI1-5 Demon Hunting (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 10:00 AM – Sun 2:00 PM (4 Hrs)
Description: Rumor has it that demon hunting brings rich rewards in the city of Lyrabar. When unforeseen events befall the PCs, will they become hunters - or hunted? A Living Forgotten Realms adventure set in Impiltur for characters levels 4-7.

Adventure Name: LURU1-5 Beyond the Wild Frontier (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 10:00 AM – Sun 2:00 PM (4 Hrs)
Description: The North is populated with many peoples, amongst them the savage and noble Uthgardt barbarians: The balance of power is fragile in the wilderness; is it about to change? A Living Forgotten Realms adventure set in Luraur for characters levels 7-10.

Adventure Name: IMPI1-3 Lost Souls (7-10)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 10:00 AM – Sun 2:00 PM (4 Hrs)
Description: Even in a place like Impiltur not all are corrupt. Some bright souls still strive to help the defenseless and weak, but there is always something dark ready to extinguish what little light remains. Or is there more going on when you hear the screams of terror coming from the shrine of Ilmater and the poorhouse behind? A Living Forgotten Realms adventure set in the Impiltur for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 10:00 AM – Sun 2:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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Adventure Name: CORE1-14 What Storms May Come (11-14)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 1:00 PM – Sun 5:00 PM (4 Hrs)
Description: Darkness and light struggle and heroes are once again drawn to unravel the secret of the radiant vessel. Can the truth be determined and the machinations of Szass Tam put to an end? This adventure is the conclusion of the “Radiance Against Thay” major quest and sequel to CORE1-2 Radiant Vessel of Thesk and CORE1-6 Incident at the Gorge of Gauros. A Living Forgotten Realms adventure for levels 11-14.

Adventure Name: TYMA 1-4 Death Before Dishonor (4-7)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 1:00 PM – Sun 5:00 PM (4 Hrs)
Description: A secret cabal seeks an artifact of unknown power in the ruins of ancient Unthalass. Unfortunately, the only dragonborn in all of Djerad Thymar with the knowledge to stop them has been declared outcast by his own House. Can you trust one who has already proven himself untrustworthy long enough to keep the relic out of the grasping hands of the cabal? A Living Forgotten Realms adventure set in Tymander for characters levels 4 - 7.

Adventure Name: QUES1-1 Black Cloaks and Bitter Rivalries (7-10) (STA)
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 1:00 PM – Sun 5:00 PM (4 Hrs)
Description: STA-Subject to Availability (Due July)
Note: You must have completed the Zhentarim Infiltration Quest and have properly filled out adventuring logs to participate in this adventure. You have haggled with the potter, you have given the coin to the stranger, and you have spared the life of an agent. Now, the Zhentarim is offering you a chance to join their ranks. Darkhold awaits for those clever and ruthless enough to infiltrate the Zhentarim. A Living Forgotten Realms adventure set in the Western Heartlands for characters levels 7-10.

Adventure Name: LFR Open Play
Game System: Living Forgotten Realms (Dungeons and Dragons 4e)
GM Name: RPGA HQ
of Players: 4-6 Per Table
Time: Sun 1:00 PM – Sun 5:00 PM (4 Hrs)
Description: LFR Open Play allows the players and judge to decide what adventure to play. Obviously, all players must be of the same player grouping (1-4,4-7,7-10,11-14) and the adventure must be played within the time allotted.

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