

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

ASSAULTED THE NETHERESE FLYING CITY OF SAKKORS DURING THE BATTLE INTERACTIVE:

ADCP5~2 BEST DEFENSE

ADCP37 First Strike

You fought in the battle now known as “First Strike” in which the armies of many nations banded together to strike at the Empire of Netheril. To commemorate the battle, you were given a small medal, purple with a silver outline of a skyship.

If you show this medal to authorities from Cormyr, Myth Drannor, or Evereska, or any other enemy of Netheril (DM’s discretion), they treat you with a bit more respect. You gain a +2 bonus on social interaction skill checks with those groups.

At some point during the battle you recovered a magic item from a fallen foe. This Story Award allows you to choose a single Common or Uncommon permanent magic item from an LFR player resource with an item level up to your character level + 2 (maximum item level 22). You must choose the item before you play your next adventure. The item counts as one of your two Treasure selections for this adventure, but it does not cost you a found-item slot.

ADCP38 Destroyer of Sakkors

During the Battle of Sakkors the flying fortress crashed into the ground below. Perhaps one day it might be repaired, but that would require years and a massive amount of magic, assuming it is possible at all.

During the destruction of Sakkors, a huge amount of energy was released, some of which might have infused one of your items. As one of your two Treasure selections for this adventure, you may upgrade one of your existing magic items. One suit of armor, weapon/implement, or neck slot item is upgraded by 1 plus (5 item levels, maximum new item level 24) for free. The item’s new level must be less than or equal to your current character level + 4. This upgrade does not change the item’s rarity, nor does it cost you an additional found-item slot. Items that do not have an enhancement bonus are not eligible.

ADCP39 A New Friend

During the Battle of Sakkors the flying fortress itself was discovered to be sentient (and interested in self-preservation). After a tense negotiation and a demonstration of good faith by you and your allies, the citadel was liberated and decided to join Cormyr in the fight against Netheril. The presence of the sapient fortress represents a great boon for the war effort. The authorities of Cormyr, Evereska, and Myth Drannor will long remember and commemorate your heroism. You are offered an honorary knighthood in either Cormyr or, if you are an elf or eladrin, in either Evereska or Myth Drannor.

When Sakkors touched your mind it provided you with protection and knowledge. You may choose the *mental block* boon as one of your two Treasures for this adventure. The initial level of the boon is the highest-level version less than or equal to your current character level. The boon automatically upgrades when your character level equals the next available upgrade level. This boon is always active and is an exception to the normal LFR rule that you may only have one active boon. However, the boon does count as a permanent Uncommon magic item for determining the maximum number of Uncommon items you can possess.

Mental Block of Sakkors

Uncommon, Level 4 / 14 / 24

The sentient flying city of Sakkors taught you a trick to ignore the effects of mind-affecting magic and the phantom pain of psychic damage.

Alternative Reward: Legendary Boon

Property

You gain a +2 item bonus to saving throws against fear or charm effects.

Level 14: +3 item bonus

Level 24: +4 item bonus

Utility Power ◆ Daily (No Action)

Trigger: You are subject to a fear or charm effect.

Effect: You make a saving throw against the triggering effect (even if it does not normally allow a save). On a successful save, the effect ends on you.

Utility Power ◆ Daily (Immediate Interrupt)

Trigger: You take psychic damage.

Effect: Choose one of the following:

1: You gain resist 5 psychic until the end of your next turn, OR 2: you gain resist 2 psychic until the end of the encounter.

Level 14: You gain either resist 10 psychic until the end of your next turn OR resist 3 psychic until the end of the encounter.

Level 24: You gain either resist 15 psychic until the end of your next turn OR resist 5 psychic until the end of the encounter.

Reference: Modified version of *mental block* (Dark Sun Campaign Setting)