

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

VISITED THE RUINS OF ELTUREL DURING THE ADVENTURE:

CORE5~7 BROKEN LIGHT

CORE101 Blue Fire Infusion

Requirement: You must void Story Award ADCP07 Fragment of the Monolith to gain the benefits of this Story Award.

You shattered your fragment of the Spellplague monolith from the First Battle of Elturel in the prison plane of Vacacarian. While most of its magic was used, some of the energy infused a Common or Uncommon suit of magic armor, magic weapon, or neck slot item (not a Rare item) that you already possess. The item's rarity does not change. You do not spend any gold or a found-item slot. The powers imparted by this Story Award are in addition to all of the existing powers and properties of the chosen item. Other than its enhancement bonus, the chosen item cannot be further augmented by another Story Award. The magic imparted by this effect can also never be moved to another item through rituals or other means.

Armor: The infused item gains the power of *imposter's armor* in addition to its regular powers and properties. This power can be added to light armor, medium armor, or heavy armor.

Weapon: The infused item gains the power of a *dynamic weapon* in addition to its regular powers and properties.

Neck Slot: In addition to its regular powers, the infused item gains the property and power of a *hat of disguise*.

CORE102 Elturgard's Gratitude

You have proven your worth to the Elturgardan government in exile. The exact benefits of this Story Award depend on the number of NPCs that you rescued during the adventure. Strike through any benefit you did not earn.

Rescued 3 or fewer NPCs: You can buy one *potion of cure light wounds, cure moderate wounds, or cure critical wounds* for the normal market price at the start of any adventure.

Rescued 4 or more NPCs: In addition to the previous benefit, you are awarded a knighthood and the promise of an estate in Elturgard once the country has been restored. This does not require you to change your faction allegiance or home nation to Elturgard.

You also gain the power to call upon Amaunator's blessing one time only as a free action. Treat this as an attack power. Close burst 5: creatures in the burst with the undead or shadow keyword take 5 / 10 / 15 radiant damage (Heroic / Paragon / Epic tier). Allies in the burst may spend a healing surge with a +3d6 / +4d6 / +5d6 bonus or make a saving throw with a +3 / +4 / +5 bonus. Strike through this section (only) when you use the power.

Ultimate Sacrifice: In addition to the above two rewards, you can call upon Amaunator's blessing twice.

CORE103 Lost

You are not entirely sure how, but you find yourself in the land of the living again. Somehow you escaped the prison of Vacacarian alive, but the ordeal has touched your soul. There is a seed of anger and hatred that was not there before and that leaves you on edge. You must make every opportunity attack that you can, and your allies provoke opportunity attacks from you as if they were your enemies (they are not otherwise considered your enemies). This effect can be temporarily suppressed for one adventure by a Remove Affliction or similar ritual cast against a DC equal to your character level + 5. By the start of the next adventure the effect has returned though.

CORE104 Just Reward

You gave your life to destroy an unspeakable evil. In recognition of this great and unselfish act, your deity offers you a position as an exarch in his or her service. If you accept, you must retire this character; unless specified otherwise on the title page of an adventure, you can never play this PC again. Pick a sphere of interest that fits your deity, and consider yourself an exarch with that portfolio: _____

If you played ten or more adventures with this PC before choosing this option, you can designate another PC under your control to be protected by a guardian angel (the spirit of your retired character). Once per adventure that character can reroll a saving throw and may choose the higher result from among the two rolls.