

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

NETH4~1 CONTAINING SHADOW

NETH13 Shadow Catcher

You collected shadow mites for the Harpers to use in a complex ritual. Write the number of shadow mites you received: _____

If your share of the shadow mites is three or greater, one of the shadow mites has taken a liking to you and you may keep it as a pet. If you do, subtract one shadow mite from the total above and pay a one-time cost of 1,000 gp representing the lifetime cost of training and caring for it. The shadow mite devotedly follows you around, hovering near your shoulder. It is considered a magic item, but it does not cost a found-item slot or count toward the limit of Uncommon items you are allowed to possess.

As long you have at least two shadow mites (after subtracting one as a pet, if you choose to do so), this Story Award counts as a favor with the Harpers.

Shadow Mite

Paragon Tier Uncommon

A mote of pure shadow devotedly follows you around, hovering near your shoulder.

Wondrous Item (1,000 gp)

Property

The shadow mite floats with you as you walk. It sheds dim illumination in a 10-square radius. It requires no fuel. Only creatures within the light's radius can see the shadow mite or the dim light it creates. Vision within the effect is black-and-white, and color variations appear in shades of gray.

Property

You and your allies within the mite's radius of illumination gain a +1 power bonus to Insight and Perception checks.

Utility Power ♦ At-Will (Free Action)

Effect: You send the shadow mite to the Shadowfell (which deactivates its properties). The shadow mite is invulnerable while it is in the Shadowfell.

Utility Power ♦ At-Will (Move Action)

Requirement: The shadow mite is in the Shadowfell and you are not.

Effect: The shadow mite appears in your square and its properties are activated.

Reference: Custom item, combination of the *lamp of discerning* (AV 174) and the Dark Light ritual (FRPG 143).

NETH14 Favor of Netheril

Although your ultimate goals differ, you were willing to temporarily set aside your differences and work together with a group of Netherese. Jalin has rewarded you with some minor Netherese magic. This magic can be consumed to gain the effect of the *shelter of fate* reward. When used, it leaves a small purple scar in the shape of a disk on the back of your dominant hand. The presence of the mark may have social implications, as it is likely to cause Netherese and their allies to view you favorably, while enemies of Netheril are less likely to trust you. The mark is easily obscured by a glove, gauntlet, or other mundane means.

NETH15 Selûne's Mark

You saved an Aspect of Selûne. To repay you, the Aspect has marked the back of your dominant hand, leaving the holy symbol of the Moonmaiden. The presence of the mark may have social implications, as it is likely to cause allies of Selûne to view you favorably and enemies of Selûne (such as Shar) to view you with exceptional disfavor. This mark also grants you a minor magical boon, which can be consumed to grant you the benefit of *shelter of fate*. When used, the mark on the back of your hand fades.

Shelter of Fate

Paragon Tier Uncommon

Legendary Boon

Utility Power ♦ Consumable (No Action)

Effect: Choose one of the following effects:

- One attack roll just made against you becomes an automatic natural 1.
- One saving throw you just failed becomes an automatic natural 20.
- One Athletics, Acrobatics, or Endurance check you just made becomes an automatic natural 20.

Reference: *Madness at Gardmore Abbey*