

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS COMPLETED THE FORESIGHT TRILOGY WITH THE ADVENTURE:

NETH4~ 3 PURIFYING THE PROPHET

NETH20 The Purified Prophet

Coura, the sentient construct that houses the essence of Lady Saharel, the lich of Spellguard Keep, was plagued by shadow essence, drawing the attention of Netheril. With the help of the wizard Taliss Muirwood, you have purified Coura and put a stop to the threat, at least for now. Your aid has earned you great favor with the Harpers, including an offer of membership.

If you helped the Harpers achieve their objectives during the previous chapters of the *Foresight* trilogy, the organization grants you access to purchase items from their vaults. For each of the Story Awards listed below that you have, you gain access to purchase one Uncommon item from a player resource with an item level no greater than your character level at the time you make the purchase (maximum item level 21). Each Story Award is good for the purchase of one item only. Purchasing items using this benefit does not void the Story Awards.

NETH13 Item Purchased:

Level:

NETH16 Item Purchased:

Level:

If you do not have either NETH13 or NETH16 at the time you gain this Story Award, then you may still get purchase access for those Story Awards if you play the appropriate adventures later. In this case, however, you must earn both of the missing Story Awards, and you only get to purchase a single item, not one item per award.

If you have one of the above two Story Awards but not both at the time you gain this Story Award, you get the benefit of purchase access for the one award that you do have now, and you may still get the benefit of purchase access from the one you are missing, if you play the appropriate adventure later and get that award.

NETH21 Shade Coin

Despite your best efforts, the shade Eltan Fungao has captured the construct Coura, which means he has also captured the essence of Lady Saharel, the lich of Spellguard Keep. Eltan left you a token of his appreciation for your assistance (however unwilling) in completing his vengeance. This *shade coin* possesses no special abilities of its own, though it may be upgraded with Shade Coin story awards obtained in future adventures. More details about shade coins can be found in the Harper entry of the *LFR Meta-Organization Guide*.

NETH22 Savior of Saharel

The lady Saharel is grateful for your continued efforts to save her from enslavement by the Netherese, her former people. She grants you the gift of prophetic insight into a critical event in the future of your adventuring career. Once time only, you can expend this favor to gain the benefit of a *moment of prophecy*. Void this Story Award once you have expended the power. The special bonuses listed in the item description stack with each other (maximum +10).

Moment of Prophecy

Paragon Tier Uncommon

You hear the words of Lady Saharel at a critical moment, telling you exactly what is about to happen.

Consumable (Special)

Utility Power ♦ Consumable (Free Action)

Effect: Once before the end of the current encounter, when you make an attack roll for an encounter or a daily attack power of level 20 or below and dislike the result, you can reroll the attack roll, but you must use the second result.

Special: If you have Story Award ADAP03 *Prophecy of Lady Sarahel*, you get a +7 bonus on the reroll.

Special: If you have Story Award ADCP19 *Victory at the Battle of Spellgard*, you get a +3 bonus on the reroll.

Reference: Customized version of a *potion of clarity* (level 20) from *Mordenkainen's Magnificent Emporium*