

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

RECEIVED STORY AWARDS DURING THE ADVENTURE:

SPEC4~6 RAGING SHADOWS

SPEC59 Ritual Specialization

Your experience with the Aspect of Selûne's warding ritual sticks with you. Your area of specialization with this ritual is (circle one and only one of the following options):

- Arcana
- Bluff
- Nature
- Religion

SPEC60 Warding Ritual

You have aided the Aspect of Selûne in completing her warding ritual, and in so doing you absorbed part of the magical energy unleashed by the ritual. You may expend this story award in one of the following ways:

- You may perform a ritual in the Warding category as a standard action. This ritual cannot be directly cast on an opponent (for example, this benefit could not be used to cast Imprisonment, but could be used to cast Explosive Runes, since that is cast on an object, not a creature).
- As an immediate interrupt, you or an adjacent ally gains a +5 power bonus to one defense against a single attack.
- As a minor action, one enemy is immobilized (save ends).
- You gain two automatic successes during any skill challenge that involves creating a magical ward or binding (DM's discretion).

Void this Story Award once you have expended the ritual's power for one of the four effects listed above.

SPEC61 Protector of Highmoon

You have rescued the town of Highmoon from the Maelstrom and warded it against future assaults from shadowy forces. As such, it serves as a safe haven for you. During future adventures, when you are in Highmoon, you cannot be attacked by enemies with the shadow origin unless the adventure specifically mentions an exception to this Story Award.

In addition, you may use Teleportation rituals to enter or leave Highmoon as though Highmoon and your intended destination both had a teleportation circle whose sigil sequence you know. You must still meet any other requirements and restrictions of the ritual you use (for example, this story award does not allow Linked Portal to cross planes, nor would it bypass a Forbiddance ritual).

SPEC62 Assigned Blame

You have cast blame upon the Empire of Netheril for the Maelstrom's near destruction of Highmoon. Regardless of whether this blame was assigned justly or unjustly, the Netherese do not forget such a slight, and their spies are everywhere. You cannot gain or benefit from any Story Awards that represent favors with the Empire of Netheril or any loyal Netherese NPC. You suffer one automatic failure at the beginning of any skill challenge involving interaction with the Netherese (maximum one failure per party per encounter even if multiple PCs have this Story Award). This decision may also affect future adventures.

The only way for you to remove this disfavor is to perform an act in direct service to the Empire of Netheril during an adventure. The act must have clear story consequences (there must be an option that helps or supports the Empire and an option that hinders or opposes the Empire, and you must intentionally choose the option that the Empire considers more favorable and accept all the consequences of that decision). If your DM agrees that you have met this requirement, then you may void this Story Award.