

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

PARTICIPATED IN THE WINTER FANTASY 2013 BATTLE INTERACTIVE

ADCP5~1 HOME'S LAST LIGHT

ADCP35 Destruction of Elturel

You fought in the battle to reclaim the city of Elturel from the corrupted High Observer of Torm and his Najaran and Netherese allies. The initial assault on the city proceeded well, with some forces securing the outskirts while others conducted a daring aerial raid. You breached the walls and destroyed the vats used to create the horrifying Bhaalspawn, but failed to secure enough artifacts to cleanse the Companion. The copper dragon Tyrangal volunteered to lead a ritual that would destroy the Companion, rather than have it remain in the hands of the enemy with a detonation that would eradicate the city. Others wished to leave the Companion as it was and evacuate as many citizens as possible. Regardless of your decision, you evacuated some of the citizens, but thousands more perished in the explosion or to the advancing foes. Whether you made the right decision or not is a question that only the judgment of history can answer.

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.

ADCP36 Tyrangal's Sacrifice

As the energy of the ritual to destroy the Companion tore through her body and soul, or while engaging your foes outside the city with all the magic she had accumulated over thousands of years, Tyrangal made a dying wish. She wished that her commitment to defeat the Order of Blue Fire would live on in you. As one of your two Treasure selections for this adventure, you may choose one (and only one) of the following boons. This boon costs you a found-item slot, but it is an exception to the normal LFR rule limiting you to one active boon at a time.

Tyrangal's Perseverance	Uncommon
<i>You get knocked down, but you get up again.</i>	
Legendary Boon	
Property	
Gain a +2 item bonus to Intimidate and Perception checks.	
Utility Power (Healing) ♦ Daily (Immediate Reaction)	
<i>Trigger:</i> You are knocked prone from an attack.	
<i>Effect:</i> You stand up from prone and can spend a healing surge.	
Reference: <i>Dragon Magazine</i> 389 (Unconquerable)	

Tyrangal's Righteousness	Uncommon
<i>Nothing feels more righteous to you than defeating those who would corrupt the natural world.</i>	
Legendary Boon	
Property	
When you use your second wind, you can make a saving throw against one effect that a save can end.	
Utility Power (Healing) ♦ Daily (Free Action)	
<i>Trigger:</i> You drop an enemy to 0 hit points.	
<i>Effect:</i> You can spend a healing surge or regain the use of an expended encounter attack power. If the enemy was aberrant or undead, you can do both.	
Reference: <i>Dragon Magazine</i> 412 (Nature's Fervor)	

Tyrangal's Faith	Uncommon
<i>A sense of benevolent reverence fills and sustains you whenever you recall Tyrangal's selflessness.</i>	
Legendary Boon	
Property	
Your number of healing surges increases by one.	
Utility Power (Healing) ♦ Daily (Immediate Interrupt)	
<i>Trigger:</i> You drop below 1 hit point but do not die.	
<i>Effect:</i> Roll 1d6. On a 3 or higher, you regain hit points as if you had spent a healing surge, plus additional hit points equal to three times the d6 result. On a 2 or lower, you instead gain a +2 bonus on your next death save made during this encounter.	
Reference: <i>Dragon Magazine</i> 408 (Flickers of Faith).	

If you do not want to choose any of these three boons as your second Treasure for the adventure, you may instead choose the More Gold option for the AL you played.

AL 2: 50 gp	AL 12: 1,000 gp
AL 4: 75 gp	AL 14: 1,750 gp
AL 6: 150 gp	AL 16: 3,500 gp
AL 8: 300 gp	AL 18: 7,000 gp
AL 10: 450 gp	AL 20: 11,000 gp