

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

HAS RECEIVED STORY AWARDS FROM:

CORE5~2 A RADIANCE FADED

CORE96 Deal with a Devil

While trying to escape the Fugue Plane, you made a deal with the devil Og, and he now has your truename! Og (or anyone to whom Og sells your truename) can call on you for one favor of their choice. Such is the price of doing business with a devil.

At the start of each adventure, you are required to tell the DM that you have this Story Award. If the DM chooses to activate the power of your truename, a powerful NPC appearing in the adventure can automatically dominate you one time (save ends, but your saving throws against this effect suffer a -5 penalty, and you may not use any power or effect that automatically ends the dominated condition or “any condition that a save can end” to end this effect - you must succeed on a saving throw). No more than one PC’s truename can be activated in this fashion per adventure, so if there are other characters at the table who also have this Story Award, the DM may only choose one of you (but does not have to reveal who until the appropriate time comes).

Once the power of your truename has been used to dominate you, void this Story Award.

CORE97 Asterisk in Death’s Notebook

For dealing with the nuisance of Azrael, the Angel of Death, Kelemvor has asked his exarch Jergal to make a special note by your name in the Book of the Dead.

Once time only, when you attempt a death saving throw, you may call on the power of Kelemvor to gain a +10 bonus to that saving throw. If the modified result of that death save is 20 or higher, treat it as if you had rolled a natural 20, but you can use up to 4 healing surges (instead of the 1 surge that you can normally spend when rolling a natural 20 on a death save).

Void this Story Award once you have used the power described above, whether you succeeded or failed on the modified death save.

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