

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

ABER4~1 THE PRICE OF FREEDOM

ABER01 Gratitude of the Scions of Amber

You aided the Scions of Amber in the fight against their tyrannical draconic ruler, the Green Duchess Orlarrakh.

The Scions' leader, Father Thorn, risked much to keep you alive. He plans to call on you again to further the revolution. This Major Quest continues in ABER4-2.

This Story Award counts as an invitation to join the Scions of Amber. For details, see the *LFR Meta-Org Guide*.

ABER02 Enmity of the Storm Rune

You have made an enemy of Herseth Frotweld. Herseth is an active member of the Storm Rune, a fellowship of merchants and landowners in Eskorn. The ire of a shopkeeper in Tarsith couldn't have serious ramifications elsewhere – could it?

ABER03 Assumed Dead

Your friends sacrificed themselves in order to fool the Green Duchess into believing you are dead. The bounty on your head has been paid in full, and the tales of your death have spread across Returned Abeir. This ruse may allow you to catch the Green Dragon off guard in the future.

ABER04 Marked for Death

Your efforts against the dragon rulers of the Dusk Ports will not go unpunished. Orlarrakh has put an impressive bounty on your head, which may hinder your actions in the area. You suffer a -2 penalty on all social skill checks in the Dusk Ports, except for those involving the Scions of Amber, with whom you receive a +2 bonus on social skill checks.

ABER05 Gratitude of Nandrel Gostur

The co-leader of the Shadowkiss is grateful for you rescuing his son. He is willing and able to help you obtain access to Uncommon consumable items.

This Story Award grants you purchase access to buy up to 5 doses of Uncommon potions, elixirs, and/or poisons at the beginning of any adventure that takes place in Returned Abeir (requires adventure code ABER or a specific encounter in the adventure that is set in Returned Abeir).

You may purchase 5 identical items, or up to 5 different items, but each item must come from an LFR player resource. All items purchased must have an item level equal to or lower than your character level. You pay full market price. Uncommon consumables do not count toward the limit of Uncommon items you are allowed to possess.

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

ABER4~1 THE PRICE OF FREEDOM

ABER01 Gratitude of the Scions of Amber

You aided the Scions of Amber in the fight against their tyrannical draconic ruler, the Green Duchess Orlarrakh.

The Scions' leader, Father Thorn, risked much to keep you alive. He plans to call on you again to further the revolution. This Major Quest continues in ABER4-2.

This Story Award counts as an invitation to join the Scions of Amber. For details, see the *LFR Meta-Org Guide*.

ABER02 Enmity of the Storm Rune

You have made an enemy of Herseth Frotweld. Herseth is an active member of the Storm Rune, a fellowship of merchants and landowners in Eskorn. The ire of a shopkeeper in Tarsith couldn't have serious ramifications elsewhere – could it?

ABER03 Assumed Dead

Your friends sacrificed themselves in order to fool the Green Duchess into believing you are dead. The bounty on your head has been paid in full, and the tales of your death have spread across Returned Abeir. This ruse may allow you to catch the Green Dragon off guard in the future.

ABER04 Marked for Death

Your efforts against the dragon rulers of the Dusk Ports will not go unpunished. Orlarrakh has put an impressive bounty on your head, which may hinder your actions in the area. You suffer a -2 penalty on all social skill checks in the Dusk Ports, except for those involving the Scions of Amber, with whom you receive a +2 bonus on social skill checks.

ABER05 Gratitude of Nandrel Gostur

The co-leader of the Shadowkiss is grateful for you rescuing his son. He is willing and able to help you obtain access to Uncommon consumable items.

This Story Award grants you purchase access to buy up to 5 doses of Uncommon potions, elixirs, and/or poisons at the beginning of any adventure that takes place in Returned Abeir (requires adventure code ABER or a specific encounter in the adventure that is set in Returned Abeir).

You may purchase 5 identical items, or up to 5 different items, but each item must come from an LFR player resource. All items purchased must have an item level equal to or lower than your character level. You pay full market price. Uncommon consumables do not count toward the limit of Uncommon items you are allowed to possess.

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

ABER4~1 THE PRICE OF FREEDOM

ABER01 Gratitude of the Scions of Amber

You aided the Scions of Amber in the fight against their tyrannical draconic ruler, the Green Duchess Orlarrakh.

The Scions' leader, Father Thorn, risked much to keep you alive. He plans to call on you again to further the revolution. This Major Quest continues in ABER4-2.

This Story Award counts as an invitation to join the Scions of Amber. For details, see the *LFR Meta-Org Guide*.

ABER02 Enmity of the Storm Rune

You have made an enemy of Herseth Frotweld. Herseth is an active member of the Storm Rune, a fellowship of merchants and landowners in Eskorn. The ire of a shopkeeper in Tarsith couldn't have serious ramifications elsewhere – could it?

ABER03 Assumed Dead

Your friends sacrificed themselves in order to fool the Green Duchess into believing you are dead. The bounty on your head has been paid in full, and the tales of your death have spread across Returned Abeir. This ruse may allow you to catch the Green Dragon off guard in the future.

ABER04 Marked for Death

Your efforts against the dragon rulers of the Dusk Ports will not go unpunished. Orlarrakh has put an impressive bounty on your head, which may hinder your actions in the area. You suffer a -2 penalty on all social skill checks in the Dusk Ports, except for those involving the Scions of Amber, with whom you receive a +2 bonus on social skill checks.

ABER05 Gratitude of Nandrel Gostur

The co-leader of the Shadowkiss is grateful for you rescuing his son. He is willing and able to help you obtain access to Uncommon consumable items.

This Story Award grants you purchase access to buy up to 5 doses of Uncommon potions, elixirs, and/or poisons at the beginning of any adventure that takes place in Returned Abeir (requires adventure code ABER or a specific encounter in the adventure that is set in Returned Abeir).

You may purchase 5 identical items, or up to 5 different items, but each item must come from an LFR player resource. All items purchased must have an item level equal to or lower than your character level. You pay full market price. Uncommon consumables do not count toward the limit of Uncommon items you are allowed to possess.