

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

RECOVERED AN ELADRIN ARTIFACT DURING THE ADVENTURE

### NEVE5~ 3 SPIDER'S WEB

#### NEVE14 Bearer of Aughlathla'vel, the Winter Wind

You recovered the ancient eladrin blade, *Aughlathla'vel, the Winter Wind*, from the Cult of Asmodeus in Neverwinter.

In order to gain this Story Award, you must choose *Aughlathla'vel* as your Treasure for this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier. It cannot be sold, traded, or given away, though you may replace it with a different Rare item, should you find one, as described in the *LFR Campaign Guide*.

The sword initially has a +1 enhancement bonus, and its item level is always equal to your character level (minimum 2). When you reach character level 7, and every 5 levels thereafter, the enhancement bonus automatically increases by 1 (to a maximum of +6 at 27<sup>th</sup> level). You may not upgrade the item beyond or faster than these automatic increases. You never have to pay any gold or spend additional found-item slots in order to benefit from the automatic upgrades.

For details of the Mark of Justice ritual, refer to *Divine Power*. There is no component cost (the sword's power alone suffices). As per the standard campaign rules, you may not use the ritual on another PC unless you have the player's permission to do so.

Aughlathla'vel, the Winter Wind	Rare
You are filled with a sense of purpose and determination to preserve the eladrin enclave of New Sharandar. The blade of this fey-forged weapon glows white when it is wielded in battle against the unrighteous.	
Lvl 2 (+1) / 7 (+2) / 12 (+3) / 17 (+4) / 22 (+5) / 27 (+6)	No market price (cannot be sold)
<b>Weapon:</b> Longsword	
<b>Enhancement:</b> Attack rolls and damage rolls	
<b>Critical:</b> +1d6 cold or force damage per plus (your choice; only the bonus critical hit damage is of the chosen type)	
<b>Property</b>	
While you carry this weapon, you and your allies may pass unhindered through the magical wards of New Sharandar.	
<b>Property</b>	
The individual to whom this weapon is attuned can cast the Mark of Justice ritual as if he or she possessed a ritual scroll. Only one such ritual can be in effect at a time. If the sword changes owners, the current mark does not end, but the new owner gains control of the active mark.	
<b>Power</b> (Cold, Force) ♦ Encounter (Standard Action)	
<i>Effect:</i> The weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon. All damage dealt by this attack becomes cold and force damage. This does not provoke opportunity attacks.	
<i>Special:</i> You may use this power as a free action instead of a standard action if another power or effect grants you the ability to make a ranged basic attack when it is not your turn. Doing so still counts as your encounter usage of this power.	
<b>Power</b> (Teleportation) ♦ Daily (Free Action)	
<i>Trigger:</i> You hit an enemy within 20 squares of you with an attack using this weapon.	
<i>Effect:</i> You teleport the triggering enemy to a square adjacent to you.	
<b>Reference:</b> Custom item created for LFR, based on <i>fey strike weapon</i> (Dragon 381)	

*Aughlathla'vel* is a unique weapon. For story reasons, only one PC at the table may wield the “real” copy. If multiple characters possess the sword, the players must decide who carries the true blade for the duration of the adventure. Every other copy is treated as a *fey strike weapon* (see below) for the duration of the adventure. The enhancement bonus of the affected items does not change, and they are still treated as Rare items, but these items have only the powers and properties listed below.

Fey Strike Weapon
Even distant foes must fear a blow from a warrior with this gleaming weapon in hand.
<b>Enhancement:</b> Attack rolls and damage rolls
<b>Critical:</b> +1d6 damage per plus
<b>Power</b> ♦ Encounter (Standard Action)
<i>Effect:</i> The weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon. This does not provoke opportunity attacks.
<b>Power</b> (Teleportation) ♦ Daily (Free Action)
<i>Trigger:</i> You hit an enemy with an attack using this weapon.
<i>Effect:</i> You teleport the triggering enemy up to 10 squares to a square adjacent to you.
<b>Reference:</b> Dragon 381