

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

SURVIVED THE HORRORS OF XXIPHU DURING:

SPEC4~1 CERULEAN DREAMS

SPEC51 Xxiphu Explorer

You entered the city of Xxiphu, were exposed to the alien horrors of the Abolethic Sovereignty, and lived to tell the tale.

One time only, when you fail a saving throw against a fear or charm effect, you can spend this Story Award to automatically succeed at that saving throw. Strike through this paragraph (only) when you use it.

In addition, if you also have Story Award **SPEC50 In the Clutches of the Sovereignty** from SPEC3-3 *Dance of the Sun and Moon*, you gain the ability to speak and understand Deep Speech.

This Story Award counts as a favor with the Keepers of the Cerulean Sign (whether or not you are a member).

SPEC52 Psychic Backlash

You used the Keepers of the Cerulean Sign's ritual power to strike a great blow against the Abolethic Sovereignty. While the ritual's effect on the aboleths is not yet apparent, opening your mind in this way has resulted in you suffering troubling nightmares from the Far Realm.

This Story Award qualifies you to join the Keepers of the Cerulean Sign. For full details, please see the *LFR Meta-Organization Guide*, which is available from the campaign website.

SPEC53 Glorghakt's Freedom

You freed Glorghakt, an illithid imprisoned within the city of Xxiphu. Although you share a common enemy in the Abolethic Sovereignty, securing the freedom of such a dangerous creature was a gamble. Who knows where Glorghakt's allegiance will lie should your paths cross again.

CERU01 Cerulean Circlet

The Keepers of the Cerulean Sign gave you this potent magic item as a reward for your actions against the Abolethic Sovereignty. You must choose this item as your Treasure and spend a found-item slot. It counts against your limit of one Rare item per tier.

Cerulean Circlet

Heroic Tier Rare

This thin, silver loop encircles your head and provides protection against attacks that would cloud your mind.

Head Slot

Property

You gain a +2 item bonus to saving throws against ongoing psychic damage and against effects that daze, stun, or dominate.

Attack Power ♦ Daily (Standard Action)

Attack: Close blast 5 (aberrant creatures in blast); Intelligence, Wisdom, or Charisma + 3 vs. Fortitude
Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier psychic and radiant damage, and the target is dazed until the end of your next turn.

Level 15: Int, Wis, or Cha + 6 vs. Fortitude; 4d10 + Int, Wis, or Cha damage

Level 25: Int, Wis, or Cha + 9 vs. Fortitude; 6d10 + Int, Wis, or Cha damage

Miss: Half damage.

Reference: Custom item based on the *Gaj headdress* (Dragon 391) plus the spell *invoke the Cerulean Sign* (Lords of Madness).

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