

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

PARTICIPATED IN THE BATTLE INTERACTIVE:

ADCP4~2 THE LOST CITY OF SULDOLPHOR

ADCP29 Outpost at Suldolphor

You and your warband aided Ala'Ammar and the WeavePasha in establishing a base of operations in the ancient city of Suldolphor. This outpost at the heart of the Calimshan desert not only improves the ease of launching attacks against Calimport and Memnon, but also serves as haven for slaves escaping those oppressive regimes. The WeavePasha has shared with you the sigils for using Suldolphor's portal circle, allowing you to use the circle for teleportation rituals.

This Story Award counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

ADCP30 Spoils of War

You routed the armies of Calimport and Memnon. As they fled, your enemies were forced to abandon supplies.

At the beginning of any adventure, you may purchase one *potion of cure light wounds* at a cost of 20 gp. When you reach character level 6, you may instead purchase one *potion of cure moderate wounds* (200 gp). When you reach character level 16, you may instead purchase one *potion of cure critical wounds* (5,000 gp). Uncommon consumables never count against the limit of Uncommon magic items you are allowed to possess.

When you reach character level 11, you also gain purchase access to *Keoghtom's ointment* (13,000 gp). This is a permanent (wondrous) item, so you only need to buy it once, but it does count against the limit of Uncommon items you are allowed to possess.

ADCP34 Suldolphor's Gold

The spirits of Suldolphor are willing to trade you some of their ancient coins. These items are imbued with magic from the time before the Second Era of Skyfire. Legends say that any adventurer who carries one of these coins will have good luck; perhaps they are blessed by Tymora in some fashion.

This Story Award grants you purchase access to the *coin of good luck*, a Rare consumable. At the beginning or end of any adventure, if you do not currently own a *coin of good luck* and you are not at your limit of one Rare item per tier, you may spend 50 gp and acquire one coin. You may never own more than one at a time (whether it is carried on your person or kept in storage does not matter). When you carry a *coin of good luck*, the coin counts as one of your Rare items.

Coin of Good Luck

Level 5 Rare

This shiny gold coin can mean the difference between life and death, brilliant success and utter failure.

Consumable 50 gp

Property

The coin always lands tails up when flipped.

Utility Power ♦ Consumable (Free Action)

Effect: Gain a +1 item bonus on an attack roll, skill check, or saving throw you just made.

Special: You cannot use the utility power of another *coin of good luck* until after you've taken an extended rest.

Reference: *Halls of Undermountain*

WISH04 Never Had a Friend like Me

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

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LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED A MAGIC LAMP IN CALMISHAN!

LAMP01 Magic Lamp

You have been given a *magic lamp*. It does not cost a found-item slot, but does count as one of your Uncommon magic items. The lamp initially contains zero wishes. You gain wishes for your lamp from Story Awards with the code WISH. Each wish must be documented on its own individual Story Award.

Magic Lamp Uncommon (limit 1 per PC)

You rub the lamp, and your wish is fulfilled!

Wondrous Item

Property

To activate one of the lamp's powers, you must void the number of wishes specified by that power. Multiple characters with *magic lamps* may not pool their unspent wishes.

Wish for Luck ♦ At-Will (No Action)

Requirement: You must have at least one unspent wish.

Effect: Reroll one die that you just rolled and use either the original roll or the new roll as your result (whichever you prefer). This power may only be used once on any die roll.

Wish for Power ♦ At-Will (Standard Action)

Requirement: You must have at least one unspent wish.

Effect: One instantaneous effect approved by the DM. As a general guideline, the power level of this effect should be no greater than the benefit of a level-appropriate ritual (there is no component cost, but the casting time of the ritual is unchanged so most rituals cannot be wished for during a combat encounter), to recharge an expended encounter power, or for an automatic success during a skill challenge.

Wish for Life ♦ At-Will (Standard Action)

Requirement: You must have at least two unspent wishes.

Target: You, or one living or dead ally that you can see

Effect: The target regains hit points equal to its bloodied value without spending healing surges. If the target died within the last hour (and is not undead), it is first restored to life and then regains the hit points. The target does not recover any other resources, such as healing surges or expended powers. The target does not suffer the death penalty for being raised.

Wish for Wealth ♦ At-Will (Standard Action)

Requirement: You must have at least three unspent wishes.

Effect: You gain one Common or Uncommon magic item of your choice from a player resource with an item level no greater than your character level + 3, or an amount of gold pieces equal to the market price of a magic item of that level.

If you gain an item, it does not cost a found-item slot.

Reference: Custom item created for LFR

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(character name)

ADCP4~2 THE LOST CITY OF SULDOLPHOR

ADCP32 WeavePasha's Elemental Crystal

The WeavePasha of Almraiven imbued a fragment of crystal with the energies of the Elemental Chaos swirling around the ancient city of Suldolphor. You may choose the *elemental crystal* as one of your Treasures for this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier.

When you find this item, you find the highest-level version that is within 3 levels of your character level. The item does not automatically upgrade itself, but you may upgrade it as described in the *Living Forgotten Realms Campaign Guide*.

WeavePasha's Elemental Crystal Level 3+ Rare

This smoky crystal was created by the WeavePasha of Almraiven from the swirling energies of the Elemental Chaos at the ancient city of Suldolphor.

Lvl 3 +1; Lvl 8 +2; Lvl 13 +3; Lvl 18 +4; Lvl 23 +5; Lvl 28 +6

Implement: Any

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 energy damage per plus

Property

You gain a +2 item bonus on Arcana checks.

Level 13: +3 item bonus

Level 23: +4 item bonus

Property

When you first attune to this item, and at the end of every extended rest, the *elemental crystal* channels a randomly determined energy type. The crystal's critical hit damage is of this type. Roll 1d6:

1 - Lightning; 2 - Thunder; 3 - Fire; 4 - Cold; 5 - Acid; 6 - Force

Property

You gain resist 5 to the energy type currently channeled by the crystal.

Level 13: resist 10

Level 23: resist 15

Attack Power (Varies) ♦ Encounter (No Action)

Trigger: You hit with an attack using this implement.

Effect: The triggering attack's damage type changes to the energy type currently channeled by the crystal. This completely replaces any energy type(s) that the triggering attack normally deals. The attack ignores all the target's resistances and immunities. If the triggering attack was not a critical hit, then the attack also deals +1d6 extra energy damage per point of the crystal's enhancement bonus.

Utility Power ♦ Daily (Free Action)

Effect: Randomly change the element to which the crystal is attuned, as if you had just completed an extended rest.

Reference: Custom item inspired by *Faarlung's Algorithm* (Dungeon 179)

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(character name)

ADCP4~2 THE LOST CITY OF SULDOLPHOR

ADCP33 Invulnerable Coat of Suldolphor

You discovered an ancient suit of armor within the ruins of the city of Suldolphor. You may choose the *invulnerable coat* as one of your Treasures from this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier.

When you find this item, you find the highest-level version that is within 3 levels of your character level. The item does not automatically upgrade itself, but you may upgrade it as described in the *Living Forgotten Realms Campaign Guide*.

Invulnerable Coat of Suldolphor Level 5+ Rare

Imbued with the indomitable fighting spirit of the ghost legions of Suldolphor, this armor seeks to reclaim its ancient glory.

Lvl 5 +1; Lvl 10 +2; Lvl 15 +3; Lvl 20 +4; Lvl 25 +5; Lvl 30 +6

Armor: Chain, Scale, or Plate

Enhancement Bonus: AC

Property

You gain a +2 item bonus on saving throws.

Property

You gain resist 5 acid, resist 5 fire, and resist 5 lightning.

Level 15: Resist 10 acid, resist 10 fire, and resist 10 lightning

Level 25: Resist 15 acid, resist 15 fire, and resist 15 lightning

Utility Power ♦ At-Will (Minor Action)

Effect: Change one of the three resistances granted by the armor to any of the following damage types: acid, cold, fire, force, lightning, necrotic, psychic, or radiant. That resistance remains changed until you take an extended rest or use this power to change it again.

Utility Power (Healing) ♦ Encounter (Minor Action)

Effect: You can spend a healing surge.

Reference: Custom item inspired by *The Invulnerable Coat of Arnd* (Dungeon Master's Guide)

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(character name)

ADCP4~2 THE LOST CITY OF SULDOLPHOR

ADCP31 Battle Standard of Suldolphor

Your warband recovered a ghostly banner from the ruins of Suldolphor. You may choose the *battle standard of Suldolphor* as one of your Treasures for this adventure. It costs you a found-item slot and counts against your limit of one Rare item per tier. The item is not upgradeable; its item level is always equal to your character level.

Battle Standard of Suldolphor Rare

This tattered standard bears the evidence of a dozen great wars and a thousand battles. Dedicated to the spirit of ancient Suldolphor, the banner patiently waits for worthy warriors to carry it into combat.

Wondrous Item

Owner

The standard considers itself part of your company of heroes. The term "owner" in all of this item's powers refers to you or any of your allies.

Property

While the standard is planted (see below), any owner within the zone may activate its encounter powers, but each encounter power can still only be activated once per encounter (not once per owner). Any owner can plant the standard, but a character must be carrying the standard to plant it.

Utility Power ♦ At-Will (Minor Action)

Any owner of the standard who can see the standard can cause it to display any coloration, crest, icon, emblem, or other mark. The chosen symbol remains until an owner uses this power to change it.

Utility Power (Zone) ♦ Encounter (Standard Action)

Effect: You plant the standard in your space or an adjacent square.

While planted, the standard creates a zone in a close burst 5. While in the zone, any owner of the standard gains a +1 power bonus to attack rolls and saving throws. The zone remains until the end of the encounter or until the standard is removed from the ground. It can be removed as a standard action, but only by one of its owners or by a creature that has reduced one of its owners to 0 hit points or fewer during this encounter. The standard can be set into any solid surface, even rocky ground or a stone floor. It doesn't occupy the square.

Utility Power ♦ Encounter (Minor Action)

Requirement: The battle standard must be planted, and the triggering owner must be within the zone created by the standard.

Effect: Each owner of the standard within the zone may make a saving throw with a +5 bonus.

Utility Power ♦ Encounter (Minor Action)

Requirement: The battle standard must be planted, and the triggering owner must be within the zone created by the standard.

Effect: Each owner of the standard within the zone gains combat advantage for the next attack he or she makes before the end of the triggering owner's next turn.

Reference: Custom item inspired by the *Standard of Eternal Battle* (Dungeon Master's Guide 2)