

# HANDOUT 1: STORY AWARDS TRACKING FORM

**DM's Note:** Fold the ramifications section underneath and have the players fill out before play begins.

Story Awards/Adventure	Character Name						NETH4-3 Ramifications
Harper favor							Increases amount of Harper help for the mission.
"Hated by Netherese" favor							Preferentially targeted by Netherese in combat.
<b>ADCP18 Liquid Shadow</b> from ADCP3-2							PC starts each combat dominated for his first turn.
<b>ADCP19 Victory at the Battle of Spellgard</b> from ADCP3-2							+2 bonus on skill checks to garner aid in Encounter 1
<b>Beast Spirit Boon</b> from LURU2-2							Automatic success in enlisting aid of the Uthgardt tribe that gave the PC the boon.
<b>LURU01 Friend of Halaskar</b> from LURU1-1							Unlocks aid from Halaskar.
<b>LURU04 Friend of Darvin Surehand</b> from LURU1-2 and/or <b>LURU06 Mark of the Beast</b> or <b>LURU07 Hero of the Hunt</b> from LURU1-4							Unlocks Darvin Surehand's aid.
<b>LURU09 Stilled Spears</b> from LURU1-5							Unlocks Soren Two-Carts aid.
<b>Played LURU2-2</b>							Unlocks aid from the Harpells.
<b>LURU18 Uthgardt Token</b> from LURU2-2							Unlocks what tribe the token represents aid.
<b>LURU19 Coura's Lore</b> from LURU2-3							+2 to all skill checks in ritual for PC.
<b>NETH12 Lesser Shadowbane</b> from NETH3-3							PC is the top priority target in all combat.
<b>NETH13 Shadow Catcher</b> from NETH4-1; Amount of shadow mites collected							Amount of shadow mites in Encounter 2.
<b>NETH15 Selune's Mark</b> from NETH4-1							Targeted by Netherese with preference.
<b>NETH18 Taliss's Concordance</b> from NETH4-2							Gives benefits in both combat encounters.
<b>SPEC04 Shar's Displeasure</b> from SPEC1-2							PC starts with a -2 penalty to attacks and all defenses (save ends) in combat.

## HANDOUT 2: HALASKAR'S WARHORSES

Warhorse	Level 3 Brute
Large natural beast (mount)	XP 150
HP 58; Bloodied 29	Initiative +3
AC 17, Fortitude 16, Reflex 14, Will 14	Perception +8
Speed 6	Low-light vision
TRAITS	
<b>Charger</b> (while mounted by a friendly rider of 3 <sup>rd</sup> level or higher with the mounted combat feat) • <b>Mount</b>	
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
m <b>Kick • At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
M <b>Trample • At-Will</b>	
Effect: The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters and enemy's space, the warhorse makes a trample attack.	
Attack: +4 vs. Reflex	
Damage: 1d6 + 6 damage and the target is knocked prone.	
Str 21 (+6)	Dex 14 (+3) Wis 14 (+3)
Con 18 (+5)	Int 2 (-3) Cha 10 (+1)
Alignment unaligned	Languages -

Warhorse	Level 3 Brute
Large natural beast (mount)	XP 150
HP 58; Bloodied 29	Initiative +3
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