

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

NEVE5~3 SPIDER'S WEB

NEVE11 Fate of New Sharandar

Check the box that applies to the outcome of the adventure, and gain the listed benefits. Strike through any benefits that you did not earn.

☐ New Sharandar is controlled by Curdailen and the eladrin.

- This Story Award counts as a favor with the Protectors of Neverwinter meta-organization (and can be used to join if you meet the requirements).
- If you also exorcised Mayara, you gain an additional favor of the Protectors of Neverwinter.

☐ New Sharandar has fallen to Mnemnia and her allies.

- You have the favor of the leader of New Sharandar. This is not part of any meta-organization but may have its own value.

NEVE12 Curse of a Thousand Spiders

The level of the curse is set equal to your current character level at the beginning of every adventure. This is used to determine all DCs for the curse. Before each adventure, you must make a Religion check to determine whether the curse worsens, improves, or remains the same. Track the level of the curse and its progression below until you are able to remove it.

CURSE OF A THOUSAND SPIDERS

Stage 0: The curse is dormant.

Stage 1: While affected by stage 1, the target has vulnerable 5 to all damage.

Stage 2: While affected by stage 2, the target has vulnerable 10 to all damage and takes a -2 penalty to attack rolls.

Stage 3: While affected by stage 3, the target is vulnerable 10 to all damage, takes a -2 penalty to all attack rolls, and is weakened. If the target drops below 1 hit point, it dies instantly, and its remains turn into a mist of green vapor.

PROGRESSION

Check: Before each adventure, the afflicted character makes a Religion check.

Below the Easy DC: The stage of the curse increases by one.

Easy DC: No change.

Moderate DC or higher: The curse decreases by one (if at stage 0, there is no change).

LIFTING THE CURSE

Option One: You must successfully complete a My Realms (MYRE) adventure written specifically to lift the curse for this character.

Option Two: Once you have carried this curse through three consecutive adventures, you may have a Remove Affliction ritual cast upon you (market price 680 gp, or cast by another player character). The normal rules for Remove Affliction apply.

Current Level of the Curse:

Adventures Completed with Curse active: ☐ ☐ ☐

Curse Lifted by: ☐ Option 1 (MYRE)

☐ Option 2 (Remove Affliction)

NEVE13 Unicorn Friend

You are a friend of the unicorns. You are eligible to take (or retrain into) the Fey Beast Tamer character theme (see *Heroes of the Feywild*, pages 105-107). You may select a unicorn as your companion/mount. It has the game statistics listed below.

Unicorn

Large fey magical beast (companion, mount)

HP your bloodied value; **Healing Surges** none, but you can spend a healing surge for the unicorn if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 8

TRAITS

Fey Warding ♦ **Aura 2**

Allies in the aura gain a +2 power bonus to saving throws.

Piercing Charger (mount)

If the unicorn's rider makes a charge attack and hits, the target of the attack is pushed 1 square and knocked prone.

STANDARD ACTIONS

m **Kick** ♦ **At-Will**

Attack: Melee 1 (one creature); your level + 7 vs. AC

Hit: 2d6 + your highest ability modifier damage.

MOVE ACTIONS

Fey Step (teleportation) ♦ **Encounter**

Effect: The unicorn and its rider teleport up to 5 squares. The rider must either remain mounted or teleport to a square adjacent to the unicorn.

MINOR ACTIONS

Horn Touch ♦ **Encounter**

Effect: One creature adjacent to the unicorn can make a saving throw.