

## **DUNGEONS & DRAGONS** LIVING FORGOTTEN REALMS

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RECEIVED STORY AWARDS DURING THE ADVENTURE

### ***SPEC5~1 MORTHAC'S MANSION***

#### **SPEC63 Morthac's Portal Secured**

You have secured a portal circle at the ruins of Morthac's mansion. You know the sigil sequence and can travel to this location using the Linked Portal ritual. This may be advantageous to the resistance forces striving to regain control of Elturel from the Order of Blue Fire, the forces of Najara, and the Netherese.

In preparation for the struggles ahead, the resistance gifts you with an additional found-item slot that you can spend on an available Treasure at the end of any adventure (this does not grant you an additional Treasure selection for that adventure). The slot can only be used for a permanent item and has a maximum item level of 10 (although the item you choose can be upgraded at higher levels, its item level must be 10 or below at the time you choose it).

When you select an item to fill this bonus found-item slot, record it below:

#### **SPEC64 Spellscarred Lightning in a Bottle**

You released a spellscarred lightning elemental during your explorations of Morthac's mansion. In gratitude it has imbued you with some of its power. One time only, when you hit with an attack, you can expend this energy as a free action. One target of the triggering attack takes additional lightning damage equal to your character level. Void this Story Award when you use the power.

#### **SPEC65 Morthac's Portal Destroyed**

You were unable to protect Morthac's portal and it was destroyed. This loss is surely a blow to the resistance effort aimed at restoring Elturel to its former glory. The resistance must spend some of its precious resources to reclaim and repair the destroyed portal. At the end of any adventure you can donate 100 gp times your level to restore the resources the resistance has lost. If you do, you may void this Story Award.

#### **SPEC66 Morthac's Crystal Lost**

Despite your efforts, the Order of Blue Fire secured Morthac's mansion and discovered the crystal ball of blue fire within. This powerful item will surely be a bane to the resistance forces trying to reclaim Elturel.

Members of the Order of Blue Fire can score critical hits against you on an attack roll of natural 18-20 (rolls of 18 and 19 do not automatically hit).

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