

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

WATE3~3 DARK RANGER

WATE37 Vanrak's Destruction

You have completed the *Brightcloaks* Major Quest to find and destroy Lord Vanrak Moonstar. You are seen favorably by House Moonstar, the clergy of Selûne, the City of Waterdeep, and Selûne herself.

At the DM's discretion, you may receive assistance from any temple, priest, or worshipper of Selûne. You are also the subject of unfavorable attention from followers and servants of Shar, who attack you in preference to other targets.

WATE38 Decorated by Waterdeep

You have been awarded the Bright Sleeve, a decoration recognized by the Blackstaff, the Lords of Waterdeep, and other elites of the City of Splendors. You gain favorable letters of introduction to other states, cities, and organizations. Nonresidents are encouraged but not required to become citizens of Waterdeep. This Story Award counts as 1 of 2 needed to qualify for membership in the Heirs of Mirt.

This Story Award grants you access to take the character background of Masked Lord of Waterdeep.

WATE39 Selune's Boon

You gained the blessing of Selune through extended dedication to her faith and protection of her temples. You initially receive the level 13 version of the boon.

Selûne's Mark of the Moon

Level 13/18 Uncommon

Divine Boon

Property: If a creature cannot see you, you take half damage from its attacks that hit you and no damage from its attacks that deal damage on a miss.

Power (Teleportation) ♦ Daily (Immediate Reaction)

Trigger: You take damage.

Level 13 Effect: You teleport 4 squares, and you can make a Stealth check as a free action to hide if you end this teleport in cover or with concealment.

Level 18 Effect: You teleport 6 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.

This boon does not require a found-item slot, and it does not count as your one active alternative reward (it is an exception to the normal campaign rules). When you choose to have this boon active, it does count as an Uncommon permanent magic item.

When you reach character level 16, if you have Selûne as your patron deity, the boon automatically upgrades to the level 18 version at no cost to you. If you do not have Selûne as your patron deity, you can access the level 18 version of the boon upon reaching 16th level after donating 15,000 gp to a temple of Selûne.

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