

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

RECEIVED STORY AWARDS DURING THE ADVENTURE:

WATE4~3 THE DEVIL'S DENOUEMENT

WATE47 Favor of House Phulbrinter

You earned the gratitude of House Phulbrinter in the City of Splendors. These nobles vouch for you as trustworthy and may assist you in obtaining employment or invitations to City functions. Your powerful friends have many connections. Circle one type of consumable from the following options:

Alchemical Ammunition Potion/Elixir Reagent Whetstone

Once per adventure when you are in Waterdeep, you may draw upon your contacts to purchase up to five Uncommon consumables of your chosen type. (This could be five copies of the same item, one copy of five different items, or any other combination.) The item you buy must come from an LFR-legal player resource and must have an item level no greater than your character level (at the time of the purchase). You pay full market price.

This Story Award counts as one of the favors needed to join The Heirs of Mirt, a Waterdhavian adventurers' society.

WATE48 Infernal Ambitions (Completed Major Quest)

You have managed to survive the intrigues and dangers involved in dealing with the cults of Asmodeus infesting the City of Splendors. Regent Dare's machinations have been brought to a halt. Impressed by your ability to steer through all layers of Waterdhavian society, the Open Lord and the Watch Warden of Waterdeep have told you that you are considered a viable candidate to someday become a Masked Lord of Waterdeep.

Assuming you continue to serve the interests of Waterdeep (you must gain Story Awards that represent favors of major NPCs of the city from at least two different Waterdeep adventures, not counting WATE4-X adventures), when you gain sufficient acclaim (at 11th level or higher), you may choose to take the Masked Lord of Waterdeep character theme (see the article *Character Themes: Citizens of Splendor* from *Dragon* issue 409).

WATE49 Divine Blessings

Miri Buckman, Lynneeth Dulsaer, Ariadne Aporos, Kara Shemov, Hist Tiliputakas, Mara Lackman, and Shivet Dyernina are thankful for your help. You have done all that they asked and more. You can expect favorable reception at the temples of Sune, Waukeen, Siamorphe, Tymora, Lirra, Selûne, and Sharess in Waterdeep.

WATE50 Redeeming Your Soul

If you accepted the Infernal Bargain and sold your soul to Asmodeus in the adventure WATE4-1 *Paying the Piper* (thereby gaining Story Award WATE41), the Ladies of the Divine explain they have discovered two ways a soul may be redeemed. If you wish to break your bargain, you may choose one of the following options.

Option One: If in a future adventure, you earn a Story Award granting you the favor of a good-aligned deity and would receive a Divine Boon (either as a Treasure selection or printed on the Story Award) for that service, you may instead use the divine energy to redeem your soul from the clutches of Asmodeus. This costs you whatever resources are required by the adventure to receive the Divine Boon (Treasure selections, found-item slots, etc.) and you do not actually gain the Divine Boon. Void both the Story Award granting the boon and Story Award WATE41.

Option Two: You may embark on a personal quest, accompanied by your most trusted comrades, on behalf your patron deity to conduct a dangerous and uncertain task in furtherance of the deity's goals. If successful, your patron deity may revoke the bargain, reclaiming your soul from Asmodeus. Option Two is implemented by a My Realms adventure, specifically written with your situation in mind (you cannot write the adventure since you have to play it with this character). You gain no XP or treasure from the My Realms adventure (but your companions gain both XP and treasure as normal). In the spirit of fair play, we expect the adventure to be a legitimate challenge for you.

Once either option has been exercised, void the original Story Award WATE41. Any unspent benefit from it is lost.