

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

UNDERTOOK A SPECIAL MISSION IN THE ADVENTURE

PREQ6~1 A TALE OF TWO CITIES

In the hours before the Battle of Suzail, the situation for the defenders looked bleak. Netheril seemingly had all the advantages. The invading Netherese army was far larger than the combined forces of Cormyr, Myth Drannor, and their allies. Even worse, Netheril was sure to have control of the skies over Suzail, thanks to their ability to use the flying citadel of Shade Enclave as both command center and aerial staging platform. They would be able to drop their troops directly into the city, making it nearly impossible for the defenders to organize effectively.

The only way for Suzail to have a fighting chance was to take out Shade Enclave before it could reach the city, but that seemed impossible. Then a volunteer stepped forward with an audacious proposal. The idea was to take the flying citadel of Sakkors - a sentient being in its own right, created by powerful magic in ages long past - and crash it into Shade Enclave. Even that would not be enough: it would also be necessary for someone to fight their way to the core of Shade Enclave, kill its living soul, and then defend the core against Netherese reprisals so that they would be unable to take control back in time to prevent Shade Enclave and Sakkors from crashing to the ground. Of course, this would also result in the destruction (and death) of Sakkors, but since the plan had been proposed by Sakkors itself, clearly the sentient city was prepared to make the ultimate sacrifice for its new allies.

All that was needed was a group of volunteers to go on the suicide mission to destroy the core of Shade Enclave and then stay all the way to the bitter end to ensure that the city crashed. You were one of those volunteers.

PREQ01 Live to Fight Another Day

You were part of the team that destroyed the core of Shade Enclave, but you chose to escape from Shade Enclave before the city crashed. Fortunately, enough of your companions remained behind that the mission was still successful. Although neither the Coronal nor King Foril will say so directly, you have a sense that they are slightly disappointed by your failure to see the mission all the way through. It's probably unrelated, but there's also a new song making the rounds of the taverns of Suzail. One of the characters has a description that sounds suspiciously like you, and the lyrics talk about how they "bravely ran away, away." Still, you survived, and the mission was a success, so it's hard to argue with results.

PREQ02 Mission Accomplished

You were part of the team that destroyed the core of Shade Enclave, but you were killed during the fight. In the aftermath of the Battle of Suzail, your body was discovered in the wreckage of Shade Enclave. You were brought back to life by Yazeth Cobb (at no cost to you). This infused you with the power of Amaunator, granting you a permanent +1 bonus on all death saving throws. You are hailed as a hero for your willingness to give everything to the cause. Any time you visit any city in Cormyr, you are greeted by the local dignitaries, given a room in the finest inn, and a feast is held in your honor. The people of Netheril probably do not think of you so fondly, but that's a price you are probably willing to pay.

PREQ03 Your Legacy will Live Forever

You were part of the team that destroyed the core of Shade Enclave, and in order to make absolutely certain that the Netherese would not be able to undo the damage and save their flying citadel, you threw yourself into the core itself. The backlash of magical energy completely burned out the core. Despite the best efforts of the Netherese ritual casters, they were unable to repair the damage in time. Thanks to your valiant sacrifice, the tide of battle was turned in Cormyr's favor.

You may bequeath a legacy item on one other character you play in LIVING FORGOTTEN REALMS. This is a single Common or Uncommon magic item of your choice from an LFR player resource. The item's level is always equal to its owner's level, and the item upgrades itself automatically when the character reaches the appropriate levels (usually 6, 11, 16, 21, and 26). The item is infused with a tiny fragment of your soul and is forever linked to your memory. It does not cost its owner a found-item slot or gold, either for the initial item or for any upgrades.