

DUNGEONS & DRAGONS[®]

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM

CORE6~1 BEHIND OBOULD'S LINES

CORE108 Survived Many-Arrows

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CORE110 Valiant Effort

Despite your best efforts, you and your entire party were captured by King Obould's forces. You were taken back to Dark Arrow Keep, interrogated, and held captive. You survived long enough for a spy in the keep to free you, and you managed to find your way back to Cormyr just before the war started. You are rewarded by Yazeth Cobb for your efforts.

If you wish, you may immediately raise this character to level 11, as per the rules set forth in the *Living Forgotten Realms Campaign Guide*, with the following changes:

- **Gold:** You gain gold pieces equal to the value of a level 10 item (5,000 gp) minus a magic item of your current level. For example, if you are currently 4th level, a level 4 item is worth 840 gp, so you would gain 4,160 gp (5,000 gp minus 840 gp). This gold is awarded BEFORE the gold for this adventure. You may use this gold as normal to purchase non-magical equipment, Common consumables, or Common magic items from any player resource.
- **Magic Items:** You may gain a number of permanent magic items equal to the number of levels you gain minus 3. You gain these items without paying any gold but they do occupy your found-item slots. You choose these items AFTER making your Treasure selections from this adventure. For example, if you are 5th level before applying this Story Award, you can find up to three free permanent magic items via this Story Award (5th level to 11th is a difference of 6 levels, minus 3, for a total of 3 items).

These items can be any Common or Uncommon permanent magic items from player resources. The first item you gain must be level 11 or less. Each subsequent item that you gain from this Story Award has a maximum item level one lower than the previous item (so your second free item must be level 10 or less, your third must be level 9 or less, and so on). This is because you would have gained one found-item slot per character level under the normal advancement rules.

You are not required to choose the maximum number of free items. You can leave some or all of your new found-item slots open if you wish.

- **Consumable:** You gain a *potion of vigor* (level 9, *Adventurer's Vault*, page 189). You pay no gold for this and it does not cost you a found-item slot.