

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:  
(cross out those not received)

*ELTU4~1 BORN BY FIENDS*

### ELTU20 Quasit-Keeper

You managed to bind the quasit Bellavous to you. If you have the Arcane Familiar feat, you can take Bellavous as a familiar; he replaces your current familiar. If you do not have the feat, you can still bind Bellavous as your familiar, but you must retrain to gain the Arcane Familiar feat or take it as your next feat choice. Until that time you gain no benefit from Bellavous (he is controlled by the DM for comic relief), and he complains nonstop about your lack of devotion until you take the feat.

If you also have Story Award ELTU08 and take Bellavous as your familiar, the quasit's devotion to you increases even more. He no longer chafes under your control and instead openly mocks your companions for any opinions they may have that do not exactly match those of his "one, true Master" (i.e. you).

Bellavous gains the following power if you have both Story Awards ELTU08 and ELTU20:

#### STANDARD ACTION

##### C The Master's Desires (Charm) ♦ Daily

**Attack:** Close burst 5 (one creature in burst); your character level +3 vs. Will

**Hit:** The target is dominated (save ends).

**Special:** When a creature dominated by this power attacks, Bellavous becomes visible.

**Effect:** You lose 1 healing surge. If you do not have any surges remaining, you take damage equal to your surge value.

If more than one PC at the table has Bellavous as a familiar, and it is important to the adventure, the players must choose one PC as having the "true" Bellavous for that adventure. The other PCs instead have "ordinary" quasits with their normal statistics as shown on the appropriate Story Awards. When choosing a PC to have the actual Bellavous, preference should be given to anyone that has earned both ELTU08 **Deal with a Demon** and ELTU20 **Quasit-Keeper**.

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***ELTU4~1 BORN BY FIENDS***

#### **ELTU21 The Comfort of the Void**

While you seem to have emerged from the demonic combat unscathed, something deep within you has grown cold and distant. Followers of Kelemvor regard you with suspicion and the church of Torm keeps you at arm's length at best. The demons spawned by Renceti's machine were not entirely infernal but some were tainted by undeath and something inside you died that day.

Once per day, you may spend a healing surge in order to be considered an undead creature until the end of your next turn. While this effect is active, your appearance changes, causing you to look as if you had recently died.

#### **ELTU22 Ancient Eyes**

It would appear that Vacacarian has taken notice of your activities. This will most certainly not bring good fortune for you, and will likely prevent subtlety in future endeavors with agents of the spellcaster.

Furthermore, agents of Vacacarian have a -2 penalty to Bluff and Diplomacy when trying to interact with you and they will target you before your allies if you enter combat with them.

Just who or what Vacacarian truly is remains to be seen, and that day may not be far away.

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