

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

RECEIVED STORY AWARDS DURING THE ADVENTURE:

### *WATE4~1 PAYING THE PIPER*

#### **WATE40 Infernal Ambitions**

You have embarked on a quest to combat the spread of the worship of Asmodeus in Waterdeep. One of your goals is to discover how to redeem the fallen who have made infernal bargains with Asmodeus or been possessed by devils. Your efforts are championed by the Ladies of the Divine (a social club) and other benefactors. This Major Quest continues in WATE4-2 and concludes in WATE4-3.

#### **WATE41 A Bargain with Asmodeus**

You agreed to sell your soul to Asmodeus. In exchange, you receive either Option 1 or Option 2 listed below (not both; strike through the option you do not choose).

Of course, selling your soul to Asmodeus does not come without consequences. For one, your soul cannot return to the body after death, meaning rituals such as Raise Dead do not work on you – if you die, you are permanently dead. You or other adventurers may discover in the future a method to redeem those who have bargained away their souls, nullifying the agreement, benefits and consequences, but that is not guaranteed. Redemption may come at a cost.

**Option 1:** You are granted the Divine Boon of Asmodeus's Dread Authority. Initially, you receive the level 3 power. If and when you advance to Paragon tier, the boon automatically upgrades to level 13. Likewise, when you reach the Epic tier, the boon is upgraded automatically to level 23. This boon does not cost a found-item slot and never expires, nor does it count against your limit of one Rare magic item per tier. Under the LFR campaign rules, you may only have one active Divine Boon at a time.

#### **Asmodeus's Dread Authority**

Level 3+ Rare

*Asmodeus invests you with the authority he uses to rule the Nine Hells*

Level 3, Level 13, Level 23 (no market price; cannot be sold)

**Alternative Reward:** Divine Boon

**R Attack Power** (Charm) ◆ **Encounter** (Minor Action)

**Attack:** Ranged 10 (one creature); the boon's level +5 vs. Will

**Hit:** The target is subject to your dread authority (save ends). While the target is subject to your dread authority, you can slide the target 1 square as a free action at the start of each of its turns.

Level 13: Slide the target up to 2 squares

Level 23: Slide the target up to 3 squares

**R Attack Power** ◆ **Daily** (Minor Action)

**Attack:** Ranged 10 (one creature subject to your dread authority); no attack roll needed

**Effect:** The target chooses to either fall prone or take 5 fire damage.

Level 13: 10 fire damage

Level 23: 15 fire damage

**Reference:** *The Book of Vile Darkness*, page 75.

**Option 2:** One time and only time only, as a free action, you may draw upon the power of Asmodeus to restore all of your hit points and healing surges. This option does not count as a magic item or divine boon and is available indefinitely until used (it basically represents Asmodeus "saving your bacon" once when you call on him). You cannot be compelled to activate this ability unless you (the player) want to do so. Strike through this paragraph when you have used the benefit.

#### **WATE42 Favor of the Master Mariners' Guild**

You earned the gratitude of the Master Mariners' Guild in the City of Splendors. The guild will vouch for you as trustworthy and may assist you in obtaining employment. Requests for sea voyages to/from Waterdeep are welcome. The guild has 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.