Event Name: Fantasy Grounds Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: DDAL5-11-Forgotten Traditions Session Number: 1
(For administrative use only) _____

Date of Play: 0 4 / 1 5 / 2 0
Month Day Year

Start Time: 1 8 : 0 0
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than three players, and no more than seven players.

	Player Name	WIN/DCI Number
1	Dred	
2	Mac	
3	Rhuarc	
4	Shade	
5	Slunk	
6	Thomas	
7		

DUNGEON MASTER

DM Name: DM Greg

Player Rewards
-1 Level of advancement
-10 Days of Downtime
- 120 gp
- Magic Item: Opal of the Ild Rune
Wondrous item, rare (requires attunement)
This triangular fire opal measures about three inches on each side and is half an inch thick. The ild (fire) rune shimmers within its core, causing it to be slightly warm to the touch. The opal has the following properties, which work only while it's on your person. This item can be found in Storm King's Thunder, Appendix B.
Ignite. As an action, you can ignite an object within 10 feet of you. The object must be flammable, and the fire starts in a circle no larger than 1 foot in diameter.

Fire's Friend. You have resistance to cold damage.
Fire Tamer. As an action, you can extinguish any open flame within 10 feet of you. You choose how much fire to extinguish in that radius.

Gift of Flame. You can transfer the opal's magic to a nonmagical item—a weapon or a suit of armor— by tracing the ild rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the opal is destroyed, and the rune appears in red on the chosen item, which gains a benefit based on its form:
• Weapon. The weapon is now an uncommon magic weapon. It deals an extra 1d6 fire damage to any target it hits.
• Armor. The armor is now a rare magic item that requires attunement. You have resistance to cold damage while wearing the armor.

Story Award

Student of Stone. Illsenstaad has chosen you and you alone to complete his life's work and put his soul to rest. By spending a total of 365 downtime days (these need not be spent all at once) possessed by Illsenstaad, allowing him to tell his stories and carve them into the living rock of Hotun-Shûl, you gain the Student of Stone story award (below). If you are a dwarf, possess the Guild Artisan (mason or stonecutter) background, or are otherwise proficient in mason's tools; you complete this in half the normal time.

Student of Stone. You have studied under the tutelage of Illsenstaad, a long-dead stone giant loremaster and stone carver. You gain the benefit of the dwarven Stonecunning trait. If you already possess the Stonecunning trait, you triple your proficiency bonus instead of doubling it. In addition, you also gain proficiency in mason's tools and the Giant language if you are not already proficient.

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