

DUNGEONS & DRAGONS[®]

LIVING FORGOTTEN REALMS

ADAP4~8 HALLS OF UNDERMOUNTAIN 2: TOMB OF DAYAN

UNDR04 Gratitude of Sheh'stek

You released the lizardfolk warrior Sheh'stek from imprisonment and treated him with respect. Your kindness may be repaid at some point.

UNDR05 Friendship of the De'Spri Family

For saving their ancestor from the experiments of Dayan, the descendants of Amori De'Spri treat you with great honor. While they no longer have a great deal of power and influence in Waterdeep, they have promised to repay this debt of honor.

When you are in Waterdeep, members of the House might be able to help you with information (about other noble houses, politics in the city, or history). They can also offer assistance in setting up meetings with or gaining entrance to other noble Houses. (The DM decides what form the assistance takes; for example, this could be a bonus to a skill check, an automatic success during a skill challenge, or a reduction in the price of a fee or bribe.)

UNDR06 Second Clue to Finding Rutherford Urnbrusk

Aizel is in your debt for rescuing her from a most unpleasant death. She tells you everything she knows about the last known whereabouts of Rutherford Urnbrusk. In order to discover his exact location, however, you will need to find more clues.

UNDR07 Coin of Good Luck

This Story Award grants you purchase access to the *coin of good luck*, a Rare consumable. At the beginning or end of any adventure, if you do not currently own a *coin of good luck* and you are not at your limit of one Rare item per tier, you may spend 50 gp and acquire one coin. You may never own more than one at a time (whether it is carried on your person or kept in storage does not matter). When you carry a *coin of good luck*, the coin counts as one of your Rare items.

Coin of Good Luck	Level 5 Rare
This shiny gold coin can mean the difference between life and death, brilliant success and utter failure.	
Consumable	50 gp
Property	
The coin always lands tails up when flipped.	
Utility Power ♦ Consumable (Free Action)	
Effect: Gain a +1 item bonus on an attack roll, skill check, or saving throw you just made.	
Special: You cannot use the utility power of another <i>coin of good luck</i> until after you've taken an extended rest.	
Reference: Halls of Undermountain	

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