

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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

CORE4~1 EASTERN CARNIVALS

CORE76 Friend or Enemy of the Shadowmasters

Friend: You completed a task for one of the guild leaders of the Shadowmasters criminal organization. You have been granted the status of "Friend." This permits you to call upon their agents in the country of Thesk for simple matters such as gathering information. The DM may grant you one automatic success during a relevant skill challenge or a +5 bonus on a skill check.

Enemy: You have been framed as an enemy of the Shadowmasters. You are seen as an assassin who double-crossed one of the guild leaders. You have therefore been assigned a Death Ticket of your own. This is only an issue in Thesk.

CORE77 Pawn of the Black Dragons

You have been aided by (or aided) the shadowy Yakuza clan known as the Black Dragons. However this act of friendship comes with a price, one that may turn out to be far greater than the favor you were given. If you openly display the sign of their favor (a tattoo) while in Thesk, you gain a +2 bonus on Intimidate checks. This might also come into play any time you are dealing with someone knowledgeable of Shou culture (either positive or negative) at the DM's discretion.

CORE78 Enemy of the Nine Golden Swords

Your actions in Phsant's Shou-town have earned the ire of the Nine Golden Swords and the rest of this Yakuza clan has vowed to seek revenge for their foiled plans.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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

CORE4~1 EASTERN CARNIVALS

CORE76 Friend or Enemy of the Shadowmasters

Friend: You completed a task for one of the guild leaders of the Shadowmasters criminal organization. You have been granted the status of "Friend." This permits you to call upon their agents in the country of Thesk for simple matters such as gathering information. The DM may grant you one automatic success during a relevant skill challenge or a +5 bonus on a skill check.

Enemy: You have been framed as an enemy of the Shadowmasters. You are seen as an assassin who double-crossed one of the guild leaders. You have therefore been assigned a Death Ticket of your own. This is only an issue in Thesk.

CORE77 Pawn of the Black Dragons

You have been aided by (or aided) the shadowy Yakuza clan known as the Black Dragons. However this act of friendship comes with a price, one that may turn out to be far greater than the favor you were given. If you openly display the sign of their favor (a tattoo) while in Thesk, you gain a +2 bonus on Intimidate checks. This might also come into play any time you are dealing with someone knowledgeable of Shou culture (either positive or negative) at the DM's discretion.

CORE78 Enemy of the Nine Golden Swords

Your actions in Phsant's Shou-town have earned the ire of the Nine Golden Swords and the rest of this Yakuza clan has vowed to seek revenge for their foiled plans.

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

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

CORE4~1 EASTERN CARNIVALS

CORE76 Friend or Enemy of the Shadowmasters

Friend: You completed a task for one of the guild leaders of the Shadowmasters criminal organization. You have been granted the status of "Friend." This permits you to call upon their agents in the country of Thesk for simple matters such as gathering information. The DM may grant you one automatic success during a relevant skill challenge or a +5 bonus on a skill check.

Enemy: You have been framed as an enemy of the Shadowmasters. You are seen as an assassin who double-crossed one of the guild leaders. You have therefore been assigned a Death Ticket of your own. This is only an issue in Thesk.

CORE77 Pawn of the Black Dragons

You have been aided by (or aided) the shadowy Yakuza clan known as the Black Dragons. However this act of friendship comes with a price, one that may turn out to be far greater than the favor you were given. If you openly display the sign of their favor (a tattoo) while in Thesk, you gain a +2 bonus on Intimidate checks. This might also come into play any time you are dealing with someone knowledgeable of Shou culture (either positive or negative) at the DM's discretion.

CORE78 Enemy of the Nine Golden Swords

Your actions in Phsant's Shou-town have earned the ire of the Nine Golden Swords and the rest of this Yakuza clan has vowed to seek revenge for their foiled plans.