

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

HAS RECEIVED STORY AWARDS FROM:

CORE4~ 4 SHADOW SIEGE

CORE86 Embassy Liberator

You rescued Ambassador Deskryr and Lady Iona Thanterim from the clutches of a madman. The Ambassador and his wife will not soon forget your actions. You are always welcome to stay at the Cormyrean Embassy whenever you find yourself in the city of Urmlaspyr.

The Ambassador and his wife have many contacts among the craftsmen of Cormyr. They will help you locate and purchase a single Uncommon weapon, suit of armor, implement, or neck slot item of your choice. The item must come from an LFR player resource and its level must be no greater than your current character level. You pay full market price. The item does not cost you a found-item slot. Strike through this paragraph (only) when you use this favor to purchase an item.

This Story Award puts you on the *Trouble in Urmlaspyr* Major Quest, which is also Chapter 1 of the *Desolation* series. Chapter 1 includes the adventures SPEC4-5, CORE4-3, CORE4-4 (this adventure), and CORE4-5, which you can play in any order. Chapter 1 culminates in the adventure CORE5-1.

CORE87 Diplomatic Hero

When the attack on the embassy broke out you made sure that the embassy's guests reached safety. You impressed quite a few of the local officials of Urmlaspyr, who were in the embassy at the time of the attacks.

One guest in particular, Alaina Teshurr, an eladrin envoy from the city of Myth Drannor, was particularly impressed by your bravery. This Story Award counts as a favor with the Knights of Myth Drannor meta-organization.

At the DM's discretion, Alaina may be able to assist you in other ways during a future adventure set in either Urmlaspyr or Myth Drannor. She has the resources one would expect of an eladrin diplomat.

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