

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

CORE1-4 CRYSTAL CLEAR

CORE08 Favor of House Selemchant

For your assistance to one of their favorite daughters, the nobles of House Selemchant regard you favorably. As the most powerful of the High Houses of Amn, House Selemchant is certainly in a position to make your future visits to their nation more or less pleasant. The House also controls the Cowled Wizards, and although you are not a full-fledged member of that organization, you have been granted a limited license allowing you to practice arcane magic in Amn without running afoul of the law. You are restricted to using arcane magic only in self-defense, in defense of others, or in furtherance of the goals of House Selemchant. Additional opportunities to increase your influence with House Selemchant and the Cowled Wizards may occur in future adventures.

CORE09 Aboleth Taint

You have put a stop to a powerful ritual that was somehow connected to the Abolethic Sovereignty and that was transmitted via corrupted Iomic crystals. However, in doing so you were exposed to the magical energies of the ritual itself. What effects this might have on you are unknown, but you do radiate a faint unnatural aura similar to that of an aboleth servitor. No ritual or power can remove this taint from you at the present time. The authorities of Athkatla have asked you to be ready to investigate the possible source of the tainted crystals in the future, by visiting the mining colony of Ioma Town. This is the continuation of a Major Quest, which began in CORE1-3 *Sense of Wonder* and will be concluded in CORE1-7 *Sovereign of the Mines*.

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