

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:

### DESOLATION SERIES: CHAPTER 1 (HEROIC TIER)

#### CORE82 Honorary Citizen of Urmlaspyr

For your service to the city, the leaders of Urmlaspyr have awarded you all the rights and privileges of citizenship during a grand feast in your honor. You are given a golden medal with the outline of your face on one side and the crest of Urmlaspyr on the reverse (worth 25 gp if sold). If you are interested, you are also granted the use of a luxury apartment with furniture in one of the better parts of the city, rent-free (this has no game mechanical effects other than giving you a place to rest or store items). None of these benefits require you to give up or forswear any other national, regional, or meta-organization affiliations or allegiances.

In addition, you gain **one** (and only one) of the following glory boons: *beloved performer* or *battle-scarred champion*. This does not count as one of your Treasure selections from any adventure, nor does it cost a found-item slot. You initially gain the level 1 or level 3 version of your chosen boon (strike through the boon you do not choose). You can buy the higher-level versions of your chosen boon by paying the difference in market price in gold pieces when your character level is at least as high as the upgraded level of the boon. This boon never expires, and you can keep this boon active at the same time as one other alternative reward (in other words, this reward is an exception to the normal LFR rules: it does not count as your one active divine boon).

Beloved Performer				Uncommon
<i>The people of Urmlaspyr remember you well for your daring escapes and mocking wit while facing deadly threats.</i>				
Lvl 1	360 gp	Lvl 11	9,000 gp	Lvl 21 225,000 gp
<b>Glory Boon</b> (cannot be sold)				
<b>Property</b>				
You gain a +1 item bonus to Acrobatics checks and Bluff checks.				
Level 11: Gain a +2 item bonus to Acrobatics checks and Bluff checks				
Level 21: Gain a +3 item bonus to Acrobatics checks and Bluff checks.				
<b>Power</b> ♦ Daily (Immediate Reaction)				
Trigger: An enemy marks you.				
Effect: That mark ends, and you shift 1 square.				
<b>Reference:</b> <i>Dark Sun Campaign Setting</i>				

Battle-Scarred Champion				Uncommon
<i>The people of Urmlaspyr will always be grateful for your help. A few new scars remind you of the price you paid to help them.</i>				
Lvl 3	680 gp	Lvl 13	17,000 gp	Lvl 23 425,000 gp
<b>Glory Boon</b> (cannot be sold)				
<b>Property</b>				
You gain a +1 item bonus to your healing surge value.				
Level 13: Gain a +2 item bonus to your healing surge value.				
Level 23: Gain a +3 item bonus to your healing surge value.				
<b>Power</b> ♦ Daily (Immediate Reaction)				
Trigger: An enemy bloodies you, but does not reduce you to 0 hit points or fewer.				
Effect: You make a melee basic attack against the triggering enemy.				
<b>Reference:</b> <i>Dark Sun Campaign Setting</i>				

#### CORE83 Trusted Agent of Cormyr

Through dedicated and successful service, you have earned the trust of Ambassador Deskyr Thanterim, who has recommended you to the Royal Family of Cormyr. You are offered a job as an Agent of the Crown. While the annual stipend is merely a pittance in comparison to your adventuring income, the post does provide you with limited rights within the kingdom. Cormyrean authority figures are automatically helpful to you under normal circumstances, and they will ignore any minor crimes that you commit while pursuing missions for the good of the kingdom. Of course, the Crown does not look kindly on its agents abusing these privileges, and this position can be revoked if the DM feels you have done something particularly egregious.

If you are willing to openly swear your allegiance to Cormyr, revoking any ties to other governments or nations, you are also knighted. You are given a personal signet ring, and treated with the respect due to minor nobility. (You may in fact be treated with slightly more respect, since unlike many of Cormyr's minor nobles, you actually earned the title.) If you have already been knighted by Cormyr from a different Story Award, or if you earn a Cormyrean Knighthood in a future adventure, you are raised to the rank of Knight Exalted. In addition to the status of knighthood, you are called to join council meetings on matters of governance and warfare. You are granted a small estate, and are considered a landed noble by right of service.