

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

RECEIVED STORY AWARDS DURING THE ADVENTURE

SPEC4~3 CONFLICT IN CALIMPORT

WISH01 I Wish I May

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

CALI21 Calimport Incited to War

Your efforts in Calimport have tumbled the city into chaos as they prepare for war against Memnon. Thanks to you, Ala'Ammar and his supporters are in a better position to free the slaves of Memnon and Calimport.

This Story Award counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

CALI22 Admon's War Camel

You saved Admon, the leader of the Calimshan Caravan Company. He is eternally grateful to you and offers you a free war camel (this mount does not count as one of your Treasure selections, does not require upkeep, and does not cost you a found-item slot).

War Camel	Level 5 Brute
Large natural beast (mount)	
HP 78; Bloodied 39	Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +9
Speed 8 (earth walk)	low-light vision
TRAITS	
Charger (while mounted by a friendly rider of 5 th level or higher)	
The war camel grants its rider a +5 bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
m Kick ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 7 damage.	
M Trample ♦ At-Will	
Requirement: The war camel can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the war camel must end its movement in an unoccupied space.	
When it enters an enemy's space, the war camel makes a trample attack.	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 2d6 + 8 damage, and the target is knocked prone	
Skills Endurance +11	
Str 21 (+7)	Dex 14 (+4)
Con 18 (+6)	Int 2 (-2)
	Wis 14 (+4)
	Cha 10 (+2)
Alignment unaligned Languages --	
Reference: <i>Dragon</i> 169 (Najid's War Camel) with damage upgraded to MM3 standard.	

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

RECEIVED STORY AWARDS DURING THE ADVENTURE

SPEC4~3 CONFLICT IN CALIMPORT

WISH01 I Wish I May

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

CALI21 Calimport Incited to War

Your efforts in Calimport have tumbled the city into chaos as they prepare for war against Memnon. Thanks to you, Ala'Ammar and his supporters are in a better position to free the slaves of Memnon and Calimport.

This Story Award counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

CALI22 Admon's War Camel

You saved Admon, the leader of the Calimshan Caravan Company. He is eternally grateful to you and offers you a free war camel (this mount does not count as one of your Treasure selections, does not require upkeep, and does not cost you a found-item slot).

War Camel	Level 5 Brute
Large natural beast (mount)	
HP 78; Bloodied 39	Initiative +4
AC 17, Fortitude 18, Reflex 17, Will 16	Perception +9
Speed 8 (earth walk)	low-light vision
TRAITS	
Charger (while mounted by a friendly rider of 5 th level or higher)	
The war camel grants its rider a +5 bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
m Kick ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 7 damage.	
M Trample ♦ At-Will	
Requirement: The war camel can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the war camel must end its movement in an unoccupied space.	
When it enters an enemy's space, the war camel makes a trample attack.	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 2d6 + 8 damage, and the target is knocked prone	
Skills Endurance +11	
Str 21 (+7)	Dex 14 (+4)
Con 18 (+6)	Int 2 (-2)
	Wis 14 (+4)
	Cha 10 (+2)
Alignment unaligned Languages --	
Reference: <i>Dragon</i> 169 (Najid's War Camel) with damage upgraded to MM3 standard.	