

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC6~1 DIVIDE AND CONQUER

SPEC74 Bane of the Cult of the Dragon

Because of the decentralized command structure used by the Cult of the Dragon, wiping out one of their cells, even a cell of great power, is not enough to destroy the cult. However, it does earn their enmity.

You are now a favored enemy of members of the Cult of the Dragon, meaning that they will preferentially target you in combat if possible. Such creatures gain a +1 bonus to their attack rolls against you. You suffer a -2 penalty on all Bluff and Diplomacy checks made against Cult members and their sympathizers; however, your Intimidate checks against them gain a +2 bonus.

SPEC75 Ally of the Dragons

For your assistance in retaking the Well of Dragons, the good-aligned dragons are willing to make arrangements for a ritual caster to upgrade the enhancement bonus of one of your magic items by 1, to a maximum of +5. (For example, you could upgrade a +2 enhancement bonus item to the +3 version of that same item, but could not upgrade a +5 item to a +6 item.)

This follows the normal rules for upgrading items in the *Living Forgotten Realms Campaign Guide*, but it does not cost you any gold or a found-item slot. The item level of the affected item increases by 5.

You need not use this Story Award immediately upon receipt. You can wait and apply the upgrade at the beginning or end of any adventure. The upgrade is not valid until you fill out the information below.

Item enhanced:

From + To +

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC6~1 DIVIDE AND CONQUER

SPEC74 Bane of the Cult of the Dragon

Because of the decentralized command structure used by the Cult of the Dragon, wiping out one of their cells, even a cell of great power, is not enough to destroy the cult. However, it does earn their enmity.

You are now a favored enemy of members of the Cult of the Dragon, meaning that they will preferentially target you in combat if possible. Such creatures gain a +1 bonus to their attack rolls against you. You suffer a -2 penalty on all Bluff and Diplomacy checks made against Cult members and their sympathizers; however, your Intimidate checks against them gain a +2 bonus.

SPEC75 Ally of the Dragons

For your assistance in retaking the Well of Dragons, the good-aligned dragons are willing to make arrangements for a ritual caster to upgrade the enhancement bonus of one of your magic items by 1, to a maximum of +5. (For example, you could upgrade a +2 enhancement bonus item to the +3 version of that same item, but could not upgrade a +5 item to a +6 item.)

This follows the normal rules for upgrading items in the *Living Forgotten Realms Campaign Guide*, but it does not cost you any gold or a found-item slot. The item level of the affected item increases by 5.

You need not use this Story Award immediately upon receipt. You can wait and apply the upgrade at the beginning or end of any adventure. The upgrade is not valid until you fill out the information below.

Item enhanced:

From + To +

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC6~1 DIVIDE AND CONQUER

SPEC74 Bane of the Cult of the Dragon

Because of the decentralized command structure used by the Cult of the Dragon, wiping out one of their cells, even a cell of great power, is not enough to destroy the cult. However, it does earn their enmity.

You are now a favored enemy of members of the Cult of the Dragon, meaning that they will preferentially target you in combat if possible. Such creatures gain a +1 bonus to their attack rolls against you. You suffer a -2 penalty on all Bluff and Diplomacy checks made against Cult members and their sympathizers; however, your Intimidate checks against them gain a +2 bonus.

SPEC75 Ally of the Dragons

For your assistance in retaking the Well of Dragons, the good-aligned dragons are willing to make arrangements for a ritual caster to upgrade the enhancement bonus of one of your magic items by 1, to a maximum of +5. (For example, you could upgrade a +2 enhancement bonus item to the +3 version of that same item, but could not upgrade a +5 item to a +6 item.)

This follows the normal rules for upgrading items in the *Living Forgotten Realms Campaign Guide*, but it does not cost you any gold or a found-item slot. The item level of the affected item increases by 5.

You need not use this Story Award immediately upon receipt. You can wait and apply the upgrade at the beginning or end of any adventure. The upgrade is not valid until you fill out the information below.

Item enhanced:

From + To +

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC6~1 DIVIDE AND CONQUER

SPEC74 Bane of the Cult of the Dragon

Because of the decentralized command structure used by the Cult of the Dragon, wiping out one of their cells, even a cell of great power, is not enough to destroy the cult. However, it does earn their enmity.

You are now a favored enemy of members of the Cult of the Dragon, meaning that they will preferentially target you in combat if possible. Such creatures gain a +1 bonus to their attack rolls against you. You suffer a -2 penalty on all Bluff and Diplomacy checks made against Cult members and their sympathizers; however, your Intimidate checks against them gain a +2 bonus.

SPEC75 Ally of the Dragons

For your assistance in retaking the Well of Dragons, the good-aligned dragons are willing to make arrangements for a ritual caster to upgrade the enhancement bonus of one of your magic items by 1, to a maximum of +5. (For example, you could upgrade a +2 enhancement bonus item to the +3 version of that same item, but could not upgrade a +5 item to a +6 item.)

This follows the normal rules for upgrading items in the *Living Forgotten Realms Campaign Guide*, but it does not cost you any gold or a found-item slot. The item level of the affected item increases by 5.

You need not use this Story Award immediately upon receipt. You can wait and apply the upgrade at the beginning or end of any adventure. The upgrade is not valid until you fill out the information below.

Item enhanced:

From + To +

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC6~1 DIVIDE AND CONQUER

SPEC74 Bane of the Cult of the Dragon

Because of the decentralized command structure used by the Cult of the Dragon, wiping out one of their cells, even a cell of great power, is not enough to destroy the cult. However, it does earn their enmity.

You are now a favored enemy of members of the Cult of the Dragon, meaning that they will preferentially target you in combat if possible. Such creatures gain a +1 bonus to their attack rolls against you. You suffer a -2 penalty on all Bluff and Diplomacy checks made against Cult members and their sympathizers; however, your Intimidate checks against them gain a +2 bonus.

SPEC75 Ally of the Dragons

For your assistance in retaking the Well of Dragons, the good-aligned dragons are willing to make arrangements for a ritual caster to upgrade the enhancement bonus of one of your magic items by 1, to a maximum of +5. (For example, you could upgrade a +2 enhancement bonus item to the +3 version of that same item, but could not upgrade a +5 item to a +6 item.)

This follows the normal rules for upgrading items in the *Living Forgotten Realms Campaign Guide*, but it does not cost you any gold or a found-item slot. The item level of the affected item increases by 5.

You need not use this Story Award immediately upon receipt. You can wait and apply the upgrade at the beginning or end of any adventure. The upgrade is not valid until you fill out the information below.

Item enhanced:

From + To +

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC6~1 DIVIDE AND CONQUER

SPEC74 Bane of the Cult of the Dragon

Because of the decentralized command structure used by the Cult of the Dragon, wiping out one of their cells, even a cell of great power, is not enough to destroy the cult. However, it does earn their enmity.

You are now a favored enemy of members of the Cult of the Dragon, meaning that they will preferentially target you in combat if possible. Such creatures gain a +1 bonus to their attack rolls against you. You suffer a -2 penalty on all Bluff and Diplomacy checks made against Cult members and their sympathizers; however, your Intimidate checks against them gain a +2 bonus.

SPEC75 Ally of the Dragons

For your assistance in retaking the Well of Dragons, the good-aligned dragons are willing to make arrangements for a ritual caster to upgrade the enhancement bonus of one of your magic items by 1, to a maximum of +5. (For example, you could upgrade a +2 enhancement bonus item to the +3 version of that same item, but could not upgrade a +5 item to a +6 item.)

This follows the normal rules for upgrading items in the *Living Forgotten Realms Campaign Guide*, but it does not cost you any gold or a found-item slot. The item level of the affected item increases by 5.

You need not use this Story Award immediately upon receipt. You can wait and apply the upgrade at the beginning or end of any adventure. The upgrade is not valid until you fill out the information below.

Item enhanced:

From + To +