

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

CORE5~1 *CHURNING SHADOWS*

CORE93 Favor of the Knights of Cormyr

You have been commended for your heroism by Lord Enneth, a Commander of the Purple Dragon Knights and a noble of Cormyr. Lord Enneth's recommendation alone is not sufficient to grant you entry into the Knights, but as long as you possess this favor, you gain a +2 bonus on skill checks when dealing with agents of Cormyr, such as Purple Dragon Knights, War Wizards, members of the Royal Court of King Foril, and citizens of Suzail.

CORE94 Unsung Hero of Urmlaspyr

You have earned the gratitude of those residents of Urmlaspyr who you took the time to rescue even though it put your own mission at risk. Strike through the name of any NPC below who you did not rescue. Then, check the boxes next to the names of any two of the NPCs who you did rescue. You gain the listed rewards for those NPCs. Once you make your selections, you may not change them, although the NPCs you rescued whose favors you do not choose still regard you favorably. When any of these favors grants you purchase access to consumable items, you may buy the listed items at the beginning or end of any adventure, with an item level no greater than your current character level, and you always pay full market price.

- Barkus Greyskirt:** Though he does not yet have a blacksmith shop in Cormyr, Barkus can use his connections to grant you purchase access to Uncommon *augmenting whetstone* consumables from any player resource.
- Kesk, Xandos and Elkweed:** Xandos is not one to forget a debt. One time only, Xandos will pay the cost of a Raise Dead or Remove Affliction ritual for you at any Temple of Waukeen (strike through this favor when used; the DM must determine if a suitable temple is available to you during an adventure). Also, if you are a shadar-kai, Kesk offers to train you in the ancient and brutal ways of your people. You may take (or retrain into) the Reaver character theme from *The Book of Vile Darkness*.
- Wavemistress Lana A'Qellian:** The Wavemistress grants you a Blessing of Umberlee. You gain a +2 bonus on all skill checks dealing with ocean navigation, inclement weather, or other shipboard dangers on the high seas, as well as on any check you make to cast a ritual pertaining to water. You may choose to spend 25 gold pieces, throwing the coins into the ocean as an offering to Umberlee, to increase this bonus to +5 for a skill check that you are about to make. However, Umberlee is fickle, and should you roll a natural 1 on any skill check that you attempt with this +5 bonus, you lose her blessing forever (strike through this favor).
- Shanariel Itharwen:** Shanariel is well respected in several mages' guilds around the Sea of Fallen Stars and along the Sword Coast. You gain purchase access to any two Uncommon consumable reagents of your choice from any player resource. Also, because of Shanariel's connections, the Harpers learn of your battle against the Zealots of the Dark. This counts as a favor with the Harpers meta-organization. (See the *LFR Meta-Organization Guide* for details.)
- Cassandra Baen:** For keeping her away from the eyes of Netheril, Cassandra uses her mercantile connections to grant you access to curative items. You gain purchase access to the following consumables: *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of cure critical wounds*. For details, see *Mordenkainen's Magnificent Emporium*.
- Onyx:** While she does not have much to offer in terms of material wealth or political connections, Onyx is an expert sailor and a fountain of piratical lore. You gain a +2 bonus when making any skill check related to rigging or sailing a ship, and a +2 bonus on any knowledge check you make relating to pirates, famous ships or shipwrecks (past or present), or aquatic creatures.
- Captain Catos and Crew:** The good Captain recommends you to his personal craftsman in Aglarond, an elf who makes the most exquisite boots. You gain purchase access to the following permanent magic items: *acrobat boots*, *boots of the fencing master*, and *boots of the sand and sea*. At the end of any adventure, you may either spend an available found-item slot, or pay full market price, to acquire one of these items, as long as the item's level is no greater than your current character level plus 2.

CORE95 Shade Coin of Shame

Try as you might, you cannot get rid of this Shade Coin. Whether you leave it by the side of the road, give it away, melt it down, or toss it into the Abyss, it always reappears in your pocket a moment later.

This coin marks you as having been a prisoner of the Netherese. You suffer a -2 penalty to all social skill checks when interacting with citizens and agents of Netheril, because of your clearly inferior status. When interacting with agents of Cormyr, the Harpers, or other enemies of Netheril (DM's discretion), you must succeed on a saving throw or be compelled to openly display this coin. This action may be either beneficial or detrimental to you, as the NPC could be hostile toward you for carrying a Shade Coin, or sympathetic to you because the NPC understands the difference between a normal Shade Coin and this Coin of Shame. This Story Award does not count toward any beneficial effects or other Story Awards that trigger as a result of your carrying one or more Shade Coins, and it cannot hold additional enchantments or powers the way other Shade Coins can.