

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

HAS RECEIVED STORY AWARDS FROM:
CORE4~5 *SKELETONS IN THE CLOSET*

CORE88 Favor of Deskyr Thanterim

You have gained the favor of Cormyrean ambassador Deskyr Thanterim for resolving a dangerous situation in the noble district of Urmlaspyr.

The Ambassador has many contacts among the craftsmen of Cormyr. He will help you locate and purchase a single Uncommon wondrous item of your choice. The item must come from an LFR player resource and its item level must be no greater than your current character level (at the time of purchase). You pay full market price. The item does not cost you a found-item slot. Strike through this paragraph (only) when you use this favor to purchase an item.

This Story Award is part of the *Trouble in Urmlaspyr* Major Quest, which is also Chapter 1 of the *Desolation* series. Chapter 1 includes the adventures SPEC4-5, CORE4-3, CORE4-4, and CORE4-5 (this adventure), which you can play in any order. Chapter 1 culminates in the adventure CORE5-1.

CORE89 Law-Abiding Citizens

For solving a murder in Urmlaspyr with a minimum of your own violence, you have gained the respect of the local peacekeepers. They offer you some of the alchemical supplies used to bolster the courage of the city watch when facing shadowy terrors.

This Story Award grants you purchase access to *bravery powder* (level 3+ Uncommon consumable; *Dragon* 376). At the beginning or end of any adventure you may purchase up to five doses, with an item level no greater than your current character level. You pay full market price. This also counts as a copy of the recipe for *bravery powder*, should you have the ability to craft your own alchemical items.

CORE90 Favor of the Upper District

For ending an undead infestation in Urmlaspyr while keeping the affected family's name in good standing, you have gained the respect of the local nobility. Certain wealthy individuals have commissioned a special painting of you (you may decide what you are wearing and any other identifying details). This painting is hung in a tavern, inn, or other public house of your choice somewhere within the city of Urmlaspyr.

The painting is in fact a *portrait of holding* (level 5 Uncommon wondrous item; *Dungeon* 207). It does not count as one of your permanent magic items, nor does it cost you any gold or a found-item slot. It contains an extradimensional space that only you (or a creature that exactly matches your appearance in the portrait) can open. You may store up to 5 cubic feet of material, with a total weight of up to 100 pounds, within the painting. Items that you store in the painting are accessible to you during any adventure that visits Urmlaspyr (if you can convince the DM that you would plausibly be able to visit the city, you can access the painting during any adventure). You may also visit the painting between adventures to store or retrieve items. Permanent magic items that you store within the painting do not count against the limit of Uncommon or Rare items you are allowed to possess, unless you use them during an adventure.

The staff members of the public house know about the painting's special property, so they will always grant you access, but they do not have the ability to activate it. The nobles pay for any maintenance needed by the painting and ensure that it is not damaged or defaced in any way; however, you cannot remove it from the city or its magic fades and it becomes merely a mundane portrait of you (albeit a very flattering one).

CORE91 Blessing of Kelemvor

You released a shade from his undead state and in so doing freed his soul to move on to the afterlife. For this you have been blessed by Starn Steelshield, a dwarf priest of Kelemvor in Urmlaspyr. You gain the following single-use power. Void this Story Award when you use the power.

Power ♦ Consumable (Immediate Reaction)

Trigger: You gain the weakened condition.

Effect: The weakened condition ends immediately on you, even if the triggering effect does not normally allow a saving throw. This does not end any other conditions or effects on you, nor does it prevent, negate, or reduce any other aspect of the triggering effect.

CORE92 Wanted in Urmlaspyr

You are wanted for the murder of Lord Akson of Urmlaspyr. You are not known on sight, so the city's guards do not go out of their way to apprehend you. You can avoid the watch without needing to make skill checks or do anything out of the ordinary, but you may not voluntarily initiate any meaningful interaction with any authority figures of the city, and many citizens know of you by name at least.

Any conversation with an Urmlaspyr guard will lead to them attempting to arrest you, and any attendant skill check to distract or mislead them automatically fails once the guards recognize you. You suffer a -2 penalty to all Charisma-based skills (except Intimidate) while interacting with law-abiding citizens of Urmlaspyr and any failure on such a skill check during a skill challenge counts as two failures.

For as long as you are wanted in Urmlaspyr, you cannot benefit from Story Award CORE82 (you do not have to void CORE82, but its benefits are negated until you are no longer wanted). This Story Award does not prevent you from gaining or benefitting from CORE83, but you are not allowed to serve as an official representative of Cormyr in Urmlaspyr as long as you are wanted by the city.

To void this Story Award, you may void any two Story Awards that represent the favor of authorities, power groups, or influential nobles within or directly connected to the city of Urmlaspyr. Examples include SPEC57, SPEC58, CORE84, CORE85, CORE86, CORE87, CORE88, CORE89, and CORE90. Other Story Awards that you void to remove this award grant you no benefit and may not be used to qualify for Story Award CORE82. (If you already have CORE82, you lose its benefits unless or until you have at least three other non-void Story Awards representing favorable notices from Urmlaspyr. However, voiding awards that you have already used to qualify for CORE83 does not cause you to lose that award; Cormyreans are pragmatic.)