

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

CORE4~3 RUNNING AMOK

CORE84 Gratitude of the Trader's District

You made a very favorable impression on the residents of the Trader's District of Urmlaspyr. While the locals are not rich, they remember your name, and you are unlikely to ever have to pay for your drinks while visiting this part of the city.

In addition, the craftsmen and traders pool their resources to grant you access to magical whetstones. At the end of any adventure, you may purchase any Common or Uncommon whetstone (a type of consumable) of your character level + 2 or below, from any LFR player resource, for the normal market price. This does not count as one of your Treasure selections for the adventure, and there is no limit to the number of Common or Uncommon whetstones you may possess. However, you can buy only one whetstone per adventure through this favor.

CORE85 Favor of Deskyr Thanterim

You have earned the respect and gratitude of Deskyr Thanterim, the Cormyrean ambassador to Urmlaspyr. His favor would certainly come in handy if you ever wished to pursue a career in public service in Cormyr or if you ever get in trouble with the Cormyrean authorities. Where applicable, this Story Award counts as a favor with the government and authority figures within and representing Cormyr, although in some of the older CORM regional adventures it might require a bit of work from the DM for this favor to make sense. The DM is always free to ignore this favor to keep the game manageable.

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

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

CORE4~3 RUNNING AMOK

CORE84 Gratitude of the Trader's District

You made a very favorable impression on the residents of the Trader's District of Urmlaspyr. While the locals are not rich, they remember your name, and you are unlikely to ever have to pay for your drinks while visiting this part of the city.

In addition, the craftsmen and traders pool their resources to grant you access to magical whetstones. At the end of any adventure, you may purchase any Common or Uncommon whetstone (a type of consumable) of your character level + 2 or below, from any LFR player resource, for the normal market price. This does not count as one of your Treasure selections for the adventure, and there is no limit to the number of Common or Uncommon whetstones you may possess. However, you can buy only one whetstone per adventure through this favor.

CORE85 Favor of Deskyr Thanterim

You have earned the respect and gratitude of Deskyr Thanterim, the Cormyrean ambassador to Urmlaspyr. His favor would certainly come in handy if you ever wished to pursue a career in public service in Cormyr or if you ever get in trouble with the Cormyrean authorities. Where applicable, this Story Award counts as a favor with the government and authority figures within and representing Cormyr, although in some of the older CORM regional adventures it might require a bit of work from the DM for this favor to make sense. The DM is always free to ignore this favor to keep the game manageable.

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

DUNGEONS & DRAGONS LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

CORE4~3 RUNNING AMOK

CORE84 Gratitude of the Trader's District

You made a very favorable impression on the residents of the Trader's District of Urmlaspyr. While the locals are not rich, they remember your name, and you are unlikely to ever have to pay for your drinks while visiting this part of the city.

In addition, the craftsmen and traders pool their resources to grant you access to magical whetstones. At the end of any adventure, you may purchase any Common or Uncommon whetstone (a type of consumable) of your character level + 2 or below, from any LFR player resource, for the normal market price. This does not count as one of your Treasure selections for the adventure, and there is no limit to the number of Common or Uncommon whetstones you may possess. However, you can buy only one whetstone per adventure through this favor.

CORE85 Favor of Deskyr Thanterim

You have earned the respect and gratitude of Deskyr Thanterim, the Cormyrean ambassador to Urmlaspyr. His favor would certainly come in handy if you ever wished to pursue a career in public service in Cormyr or if you ever get in trouble with the Cormyrean authorities. Where applicable, this Story Award counts as a favor with the government and authority figures within and representing Cormyr, although in some of the older CORM regional adventures it might require a bit of work from the DM for this favor to make sense. The DM is always free to ignore this favor to keep the game manageable.

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