

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

### *MYRE4~1 My REALMS: CALIMSHAN*

You may only earn each of the following unique Story Awards once, no matter how many different My Realms adventures you play in Calimshan. Story Awards CALI25 and CALI26 may only be earned in Heroic-tier My Realms adventures. Story Awards CALI29 and CALI30 may only be earned in Paragon-tier My Realms adventures. Story Awards CALI27 and CALI28 may be earned at either tier, but you may not earn both of them during the same adventure. If you earn both CALI27 and CALI28, the combination counts as one of the recommendations needed to play QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

#### **CALI25 Trusted Ally of the Janessar**

You have aided the Janessar in an important matter. The Janessar view you favorably. This Story Award counts as one favor in any situation where favors are needed to gain benefits or additional resources from the Janessar. If you owe the Janessar or have incurred their disfavor (such as Story Award CALI01 **Indebted to the Janessar**), you may expend this favor to repay that debt or cancel that obligation (void both Story Awards).

#### **CALI26 Desert Survival Training**

You have spent significant time in the Calimshan desert and learned vital survival techniques. You gain a +2 bonus to skill checks when dealing with natural environmental hazards in, and navigation through, the Calimshan Desert.

#### **CALI27 Gratitude of Ala'Ammar**

You have done a favor for Ala'Ammar, Patriarch of House Asada of Almraiven. If, at the start of an adventure, Ala'Ammar provides a gift or boon tied to a Story Award you do not have, you can expend this Story Award to gain that gift as if you had the missing Story Award. The DM may also agree to a different use of this favor during the play of a Calimshan adventure (the benefits of which cannot extend beyond that single adventure). Void this Story Award when you use the favor.

#### **CALI28 Gratitude of the WeavePasha**

You have done a favor for the WeavePasha, ruler of Almraiven. If, at the start of an adventure, the WeavePasha provides a gift or boon tied to a Story Award you do not have, you can expend this Story Award to gain that gift as if you had the missing Story Award. The DM may also agree to a different use of this favor during the play of a Calimshan adventure (the benefits of which cannot extend beyond that single adventure). Void this Story Award when you use the favor.

#### **CALI29 Dune Runner**

You may purchase one use of the Uncommon consumable item *dune runner's fruit* at the end of any adventure. You pay full market price. The *dune runner's fruit* does not occupy one of your found-item slots and any quantity you carry counts as a single Uncommon item when determining the total number of Uncommon items you are allowed to possess.

Dune Runner's Fruit	Level 11 Uncommon
<i>This fruit has gritty flesh and rough skin. Its thick juice is applied to the feet or shoes to speed travel.</i>	
<b>Consumable:</b> Elixir	350 gp
<b>Power ♦ Consumable (Minor Action)</b>	
<i>Effect:</i> Until you take an extended rest, you ignore difficult terrain resulting from dirt, sand, or silt, and you leave no tracks in such terrain. If you start your turn standing on a solid surface, you can move across a nonsolid horizontal surface (such as silt or water) as if it were solid ground. If you are on a nonsolid surface at the end of your turn, you sink.	

**Reference:** *Dark Sun Campaign Setting*, page 129

#### **CALI30 Pasha of Almraiven**

For your service to the city of Almraiven, you are granted an honorary noble title of Pasha. This title does not interfere with your oaths to any other nation or organization. It commands respect, but not necessarily obedience, from residents of Almraiven.

If you swear fealty to Almraiven (breaking any other such oaths you may have made to other nations and suffering the consequences), you officially become a Pasha of Almraiven. You may fly a horsetail from your standard or add one to your crest, representing your status as a Pasha.

If you also have Story Award CALI10 **Completed the Battlecloak Saga**, Ala'Ammar further endorses your claim to the nobility. You may add an additional horsetail to your existing standard. If you also have (or later earn) Story Award CALI17 **Uncovered the Twisted Rune**, the WeavePasha further endorses your claim to the nobility. You may add an additional horsetail to your existing standard. (These benefits don't stack with the corresponding benefits of CALI10 and CALI17.)

The number of horsetails represents the seniority of Pashas in Almraiven. A third-class Pasha displays one horsetail, a second-class Pasha two, and a first-class Pasha three. As a third-class Pasha, you are granted a small residence in the city. A second-class Pasha's residence is upgraded to a small estate. If you become a first-class Pasha, a small palace is erected on your estate.

You are limited to a maximum of three horsetails and the rank of first-class Pasha, even if another Story Award would grant you additional status. (Only the WeavePasha displays four horsetails.)