

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM
SPEC4~ 4 MISCHIEF IN MEMNON

WISH02 I Wish I Might

This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.

CALI23 Memnon Incited to War

Your covert activities have caused the citizens of Memnon to escalate hostilities with Calimport. This call to war is sure to weaken both cities, improving the chances for Almraiven to sweep in and destroy these hubs of evil and tyranny.

This Story Award counts as one of the recommendations needed to qualify to play the adventure QUES4-1 *Liberation*, a special mission for adventurers of the high Paragon tier.

CALI24 Boom Goes the Dynamite

You and your allies successfully destroyed the Crimson Guard Headquarters in Memnon and incited a slave revolt in the arena. Some of the alchemical explosive material was left over from the destruction. You gain the following single-use consumable item. Strike through this Story Award when you use it. There is no formula for this item and it cannot be created by player characters.

Alchemical Dynamite	Common
"As soon as men find that in one instant, whole armies can be utterly destroyed, they surely will abide by golden peace."	
Alchemical Item	
Utility Power ♦ Consumable (Standard Action)	
Attack: Area burst 2 within 10 (creatures in burst); Your character level + 3 vs. Reflex	
Hit: 3d6 + your character level fire and radiant damage	
Miss: Half damage.	

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