

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

(character name)

HAS RECEIVED STORY AWARDS FROM:
(cross out those not received)

TYMAI-2 TAKING STOCK OF THE SITUATION

TYMA03 Blue Dragon Charm of House Jalt

You have earned the respect of Tuanek, Lord of House Jalt, for assisting him where others had failed. The elder dragonborn has given you a necklace made of interwoven leather and steel, with a clasp of bronze. Upon the necklace hangs the tooth of a blue dragon. Carved into the side of the tooth is the word "Jalt." (If you already have the *Recognition of House Jalt* story object, then you are simply given the charm to add to your existing necklace.)

This favor grants you some small measure of notoriety in Ruinspoke and the surrounding area. Dragonborn of House Jalt that see the necklace regard you in a more positive light. If you garner additional recognitions of House Jalt, then the amount of influence you receive will increase. You might even receive an introduction to the Lance Defenders or the Platinum Cadre.

TYMA04 Wrath of the Kobolds

You have crushed the hopes and dreams of several tribes of kobolds in Tymanthor, ruining their prospects for obtaining a favorable alliance with a powerful entity.

The Skullbiter and Kneekicker tribes have sworn terrible oaths of vengeance against you and your kin. In future adventures, any kobolds from these tribes will surely seek to focus their wrath upon you as a preferred target. They might also work against you in other, more subtle ways. Kobolds may be weak and cowardly, but they travel in packs, and it would not be wise to underestimate the depths of their reptilian cunning.

Dirnth, a dwarven explorer who lives near Ruinspoke, believes that a powerful entity of some sort is working to organize the disparate tribes of kobolds in the region and mold them into a larger, more dangerous force. The truth or falsehood of this rumor will have to be proven in future adventures.

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