

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

TYMA2~2 THE HAND OF DARKNESS

TYMA18 Token of Two Houses

You saved the life of Lord Tuanek of House Jalt. In so doing, you not only aided the town of Ruinspoke, you also helped save Lord Vikom of House Belnak from disgrace. The two leaders have presented you with this token. It is a thin sheet of platinum in the shape of a dragon's head, with two swords crossed beneath. The workmanship is exquisite. Carved on one side is the word "Jalt" and on the reverse is the word "Belnak." This charm can be worn on a necklace or bracelet if you so choose.

This story award counts as a favor with both House Jalt and House Belnak. Any loyal dragonborn citizen of Tymanthor who sees the token and understands its import will regard you more favorably. Should you ever require a character reference in Djerad Thymar, both Lord Tuanek and Lord Vikom will personally vouch for you, so long as your subsequent actions have not brought you into disrepute.

TYMA16 Notice of Queen Sisay

You have earned the notice of a certain Queen Sisay by defeating one of her agents. Who is this enigmatic creature, and what are her goals? You are not sure, but the question will probably answer itself in a short time.

This story award allows you to begin the *Rising Darkness* Major Quest even if you have not played TYMA2-1 *Old Enemies Arise*. If you earn this award a second time, the second award is upgraded to TYMA19 instead.

TYMA19 Anger of Queen Sisay

Twice now you have thwarted the efforts of the mysterious Queen Sisay. Although it remains unclear what her ultimate goal is, or why she seems so determined to destroy Ruinspoke, there can be no doubt that your name has reached her ears.

This story award represents the continuation of the *Rising Darkness* Major Quest. You began this quest in the adventure TYMA2-1 *Old Enemies Arise* and you may have the opportunity to complete it in a future adventure. The greater Queen Sisay's anger grows, the greater the risk to you will be; but also, the greater the satisfaction and reward you may earn when you finally defeat her.

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