

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

(character name)

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

WATE1-6 OUT OF HATRED

WATE13 Necromancer Bites the Dust!

The PC successfully completed the Quest for the Necromancer. As such, she has the favor of numerous Guilds and the City Watch & Guard of Waterdeep and her actions and requests are viewed in the best possible light by such organizations. Her determination and skill have also caught the eye of the Blackstaff and perhaps some of the mysterious Lords of Waterdeep, who will be watching for further heroic actions and dangers. The Lords are always looking for new talent. She has also caught the eye of potential enemies of Waterdeep, including agents of Amn. Those enemies may act swiftly to remove, corrupt, or frame such heroes.

WATE14 Charter Member of The Heirs of Mirt

The PC agreed to join The Heirs of Mirt to defend Waterdeep, uphold the values of Waterdeep and to aid the helpless. Benefits include food, drink, and a safe, private meeting room in the new Society hall. The PC may bring guests to the hall. The PC has a slightly favorable reputation within Waterdeep by the average citizen and is cautiously trusted by the City Watch. The reputation of the Society may change based upon future behavior of its members and members may be expelled for cause.

WATE15 A Confidential Arrangement

This non-resident/non-native PC of Waterdeep has agreed to spy on possible threats to Waterdeep and send reports back to a secret contact for the Lords of Waterdeep. The PC receives compensation for reasonable travel expenses between adventures, which does not affect gp gained or spent in adventures. The PC may use the secret contact to gain information on Waterdhavian politics, people or organizations, subject to adventure text or DM discretion. So long as the PC continues to report reliable information to the Lords of Waterdeep, legal charges against them may be reduced or dismissed as the DM thinks appropriate or suggested by the adventure text (not to include any attacks on the Lords themselves). The PC may gain a reputation of having a secret, powerful patron. If the PC is too obvious in gathering information in some hostile regions, there may be some danger. If the PC decides to discontinue the reporting at any time, this Story Award should be crossed off.

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