



Story Object: Ally of House Tarkanan

Despite some differences you have you proven yourself an ally of House Tarkanan. While in Sharn, you can contact a member of this organization in thirty minutes by making a DC 10 Gather Information. If you succeed, your House Tarkanan allies will perform a Gather Information check throughout all of Sharn and return the results eight hours later as if you had made a DC 25 Gather Information check. The DM may assign a -5 (for subjects not appropriate to Sharn or its underworld) to +5 (for particularly shady subjects) the Tarkanans' check.



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Story Object: Enmity of Lord Hayttear

You have slain the Zil gnome Lord Aehion Hanius Hayttear. This makes him very, very angry. You feel as though his presence still haunts you.

When you roll for initiative roll a d6 with the initiative. If the result is odd, you are distracted, as you think you hear his insane cackle. If you are distracted, take a penalty equal to the roll (either -1, -3 or -5) to your initiative.



Story Object: House Deneith Excoriate

You were a member of House Deneith, but due to your actions you have been expelled from your House. You are stripped of your family name and any holdings you had. You are no longer welcome in any House Deneith enclaves, and members and allies of the House are urged to shun you; although individual responses may vary. Members of other dragonmarked houses rarely trust you if your excommunication is known. Any members of a dragonmarked house who succeeds on a DC 20 Knowledge (nobility and royalty) roll recognize you for an excommunication. Those without this skill may still attempt the check for this case only. Opposed Disguise checks may prevent this Knowledge check. This story object has severe roleplaying consequences and should be shown to your DM before each adventure.

