

## **DUNGEONS & DRAGONS** LIVING FORGOTTEN REALMS

\_\_\_\_\_  
(character name)

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

### ***SPEC1-3 GHOSTS OF THE PAST: WINDSONG TOWER (H2)***

#### **SPEC11 Demon Hunter of Windsong Tower**

You have successfully explored Windsong Tower and defeated numerous demons within it. Ilsevele Miritar, coronal of Myth Drannor, has proclaimed you Demon Hunters of Windsong Tower. This fame is not without cost however. Demons and their sinister allies have now heard of you and may choose to extract revenge in the future.

#### **SPEC12 Failed to Escape Windsong Tower**

You failed to escape Windsong Tower before the portal back to Myth Drannor closed. What occurred to you after that is a blurry nightmare, but your memory picks up again months later in the country of Impiltur. As you continue your adventuring career disturbing things may happen to you. Demons and devils regard you with an odd, knowing look. A strange squirming sensation overcomes you every time you enter a temple, church, or other holy place associated with good aligned deities. The exact effects of this are up to the DM or may be revealed in future adventures.

#### **SPEC13 Rescued Naidir**

You rescued Naidir from Windsong Tower. He and his fellow eladrin do not forget such kindness anytime soon. You earned great respect at the eladrin kingdoms of the Realms.

If this is third special recognition by an eladrin kingdom (similarly worded story awards) the coronal instead offers you the title Sha'Quessir, elf-friend. If accepted, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska or Myth Drannor) with all the attached privileges and duties. An eladrin or elf instead is offered to become a Knight of Myth Drannor.

## **DUNGEONS & DRAGONS** LIVING FORGOTTEN REALMS

\_\_\_\_\_  
(character name)

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

### ***SPEC1-3 GHOSTS OF THE PAST: WINDSONG TOWER (H2)***

#### **SPEC11 Demon Hunter of Windsong Tower**

You have successfully explored Windsong Tower and defeated numerous demons within it. Ilsevele Miritar, coronal of Myth Drannor, has proclaimed you Demon Hunters of Windsong Tower. This fame is not without cost however. Demons and their sinister allies have now heard of you and may choose to extract revenge in the future.

#### **SPEC12 Failed to Escape Windsong Tower**

You failed to escape Windsong Tower before the portal back to Myth Drannor closed. What occurred to you after that is a blurry nightmare, but your memory picks up again months later in the country of Impiltur. As you continue your adventuring career disturbing things may happen to you. Demons and devils regard you with an odd, knowing look. A strange squirming sensation overcomes you every time you enter a temple, church, or other holy place associated with good aligned deities. The exact effects of this are up to the DM or may be revealed in future adventures.

#### **SPEC13 Rescued Naidir**

You rescued Naidir from Windsong Tower. He and his fellow eladrin do not forget such kindness anytime soon. You earned great respect at the eladrin kingdoms of the Realms.

If this is third special recognition by an eladrin kingdom (similarly worded story awards) the coronal instead offers you the title Sha'Quessir, elf-friend. If accepted, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska or Myth Drannor) with all the attached privileges and duties. An eladrin or elf instead is offered to become a Knight of Myth Drannor.

## **DUNGEONS & DRAGONS** LIVING FORGOTTEN REALMS

\_\_\_\_\_  
(character name)

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

### ***SPEC1-3 GHOSTS OF THE PAST: WINDSONG TOWER (H2)***

#### **SPEC11 Demon Hunter of Windsong Tower**

You have successfully explored Windsong Tower and defeated numerous demons within it. Ilsevele Miritar, coronal of Myth Drannor, has proclaimed you Demon Hunters of Windsong Tower. This fame is not without cost however. Demons and their sinister allies have now heard of you and may choose to extract revenge in the future.

#### **SPEC12 Failed to Escape Windsong Tower**

You failed to escape Windsong Tower before the portal back to Myth Drannor closed. What occurred to you after that is a blurry nightmare, but your memory picks up again months later in the country of Impiltur. As you continue your adventuring career disturbing things may happen to you. Demons and devils regard you with an odd, knowing look. A strange squirming sensation overcomes you every time you enter a temple, church, or other holy place associated with good aligned deities. The exact effects of this are up to the DM or may be revealed in future adventures.

#### **SPEC13 Rescued Naidir**

You rescued Naidir from Windsong Tower. He and his fellow eladrin do not forget such kindness anytime soon. You earned great respect at the eladrin kingdoms of the Realms.

If this is third special recognition by an eladrin kingdom (similarly worded story awards) the coronal instead offers you the title Sha'Quessir, elf-friend. If accepted, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska or Myth Drannor) with all the attached privileges and duties. An eladrin or elf instead is offered to become a Knight of Myth Drannor.