

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

JOINED ALA'AMMAR ON HIS CRUSADE DURING THE ADVENTURE:

QUES4~1 LIBERATION

CALI35 Liberator of Calimshan

You helped liberate thousands of slaves from the oppressive cities of Calimport and Memnon. For your efforts, the WeavePasha of Almraiven has granted you an honorary Pasha title. This title does not interfere with your oaths to any other nation or organization. It commands respect, but not necessarily obedience, from the residents of Almraiven.

If you swear fealty to Almraiven (breaking any such oaths you may already have made to other nations and suffering the consequences), you formally become an official Pasha of Almraiven. You may fly a horsetail from your standard or add one to your crest, representing your status as a third-class Pasha. The number of horsetails represents the seniority of Pashas in Almraiven.

If you also have Story Award CALI10, CALI17, or CALI30, you are elevated to second-class Pasha and may add an additional horsetail to your existing standard. If you have two or more of those Story Awards, you become a first-class Pasha and may have three horsetails on your crest or standard. You are limited to a maximum of three horsetails and the rank of first-class Pasha of Almraiven, even if another Story Award would grant you additional status. (Only the WeavePasha displays four horsetails.)

As a third-class Pasha, you are granted a small residence in the city. A second-class Pasha's residence is upgraded to a small estate. If you become a first-class Pasha, a small palace is erected on your estate in Almraiven. As a first-class Pasha, if you own a *greater magic carpet*, when you reach character level 26, that item is automatically upgraded to level 30. You do not need to spend any gold or found-item slots for this upgrade.

If you swear fealty to Almraiven and later break that oath in favor of another nation or ruler, all benefits granted by this Story Award as well as by Story Awards CALI10, CALI17, and/or CALI30 become null and void.

CALI36 Eternal Gratitude of Ala'Ammar

You may take the divine boon *lamentation of the shackled* as one of your Treasure choices from this adventure. This divine boon never expires, but while active, it does count as your one active divine boon. This boon consumes one of your found-item slots and counts as an Uncommon magic item. This version of the boon cannot be upgraded.

Lamentation of the Shackled

Uncommon

You have proven your conviction to fight against oppression and slavery anywhere you find them.

Divine Boon

Property

You gain a +5 item bonus to saving throws against the slowed, immobilized, and restrained conditions.

Utility Power ♦ Daily (Immediate Reaction)

Trigger: You become slowed, immobilized, or restrained.

Effect: You teleport 5 squares and the triggering effect ends on you.

Reference: Modified version of *Torog's Lamentation of the Shackled (Dungeon 177)*

CALI37 Sultan of Suldolphor

If you are a first-class Pasha of Almraiven and you also have Story Award ADCP29 **Outpost at Suldolphor**, you are elevated to the rank of Sultan to help rule over the city of Suldolphor in Calimshan. A magnificent palace is erected for you, and you are treated as royalty whenever you are in Suldolphor. The citizens of Suldolphor, many of whom are liberated slaves who owe you their freedom, obey your every command. Other nobles in the Calimshan region recognize your status, and even those beyond the borders of Calimshan may have heard of your ascension.

As a Sultan of Suldolphor, you can call upon the sand and spirits of the city to aid you once per day. You gain the following elemental gift. This elemental gift never expires. It is not subject to the normal limit of one active boon. This elemental gift does not count as one of your Treasure selections, does not cost you any gold, does not consume a found-item slot, and does not count against the number of permanent Uncommon magic items you may possess. This version of the elemental gift cannot be upgraded.

Spirit of Sand

Uncommon

Calling forth the desert's power, you produce a short-lived blast of screaming wind and biting sand.

Elemental Gift

Utility Power ♦ Daily, Zone (Free Action)

Trigger: You hit a target with an attack.

Effect: You create a zone in a close burst 3 centered on you. The burst lasts until the end of your next turn. Squares within the zone are lightly obscured. You can slide any creature that starts its turn within the zone 1 square.

Reference: *Dark Sun Campaign Setting*

WISH05 As ... You ... Wish ...

Your deeds turned Ala'Ammar's wish into reality, and you chose to use the power of the *Battlecloak of Vycanea* to recharge your *magic lamp*. This Story Award counts as one wish for your *magic lamp*. Void this award when you spend the wish. See Story Award LAMP01 for details.