The following "Living Kingdoms of Kalamar" character known as has received during **Temple of the Bronze Flame Small Domesticated Animal** You found this unusual creature at a small fair in the countryside of Pekal. Select the pet you purchased: from the list below: Parrot Flying Squirrel Guinea Pig Field Mouse Calico Cat Toucan Tarantula King Snake Gecko Blue Turtle Armadillo Capybara Porcupine Chinchilla _ Koala Tree Frog Duck Pig : Value: 10 gp (5 if sold) Charges: N/A Tradable: Yes Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company, © 2005 Kenzer & Company, Inc. All Rights Reserved.

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has received during

Temple of the Bronze Flame

"Igniter" +1 flail of flame

Igniter is a flail with two dark fire-blackened heads shaped like flames connected to a weathered stone handle by a rusty chain. Its appearance hides the true nature of this powerful weapon. When grapsed, the weilder immediately learns that uttering the command word "ignite" causes both flame heads to emit heat and glow bright red. While lit, any creature or object struck by Igniter takes an additional 2 points of fire damage. If Igniter is brought to rest on an object, it can set things on fire, though simply striking something is not enough contact to cause combustion. The wielder of the weapon is immune to this damage.

Value: 5,000 gp (2,750 if sold)

Charges: N/A

Tradable: Yes





The following "Living Kingdoms of Kalamar" character known as

has received during

Temple of the Bronze Flame

"Cincture of Fire" Pyrohydra armor

This reddish suit of masterwork armor is made from a pyrohydra hide. It functions as masterwork hide armor. In addition, is also provides limited resistance against fire attacks. Per the rules in Goods and Gear, it reduces fire damage by 1 point per die of fire damage. This is considered a Supernatural ability of the armor, and does not interfere with magical enchantment.

Value: 1,215 gp (650 if sold)

Charges: N/A

Tradable: Yes

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Kingdoms of Kalamars

The following "Living Kingdoms of Kalamar" character known as

has received during

Temple of the Bronze Flame

Potion of protection from energy (fire)

This crystal vial holds a brilliant red fluid..

Value: 750 gp (375 if sold)

Charges: N/A

Tradable: Yes

Kingdoms of

has received during

Temple of the Bronze Flame

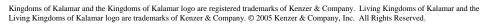
Oil of flame arrow

This small ceramic vial seems warm to the touch and contains a viscous brown liquid.

Value: 750 gp (375 if sold)

Charges: N/A

Tradable: Yes





The following "Living Kingdoms of Kalamar" character known as

has received during

Temple of the Bronze Flame

Potion of cure serious wounds

This corked bottle holds a dark blue liquid and is wrapped with a red ribbon.

Value: 750 gp (375 if sold)

Charges: N/A

Tradable: Yes

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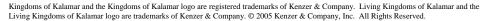
Potion of cure moderate wounds

This corked bottle holds a light blue liquid and is wrapped with a red ribbon.

Value: 300 gp (150 if sold)

Charges: N/A

Tradable: Yes





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Value: 300 gp (150 if sold)

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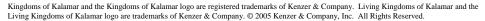
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Charges: N/A

Tradable: Yes

Kingdoms of Kalamars

has received during

Temple of the Bronze Flame

Pillar of Strength

This character has won the arm wrestling contest.

To reward his efforts, the character receives a large silver medal.

This character gains a +1 bonus to all Charisma-based skills when dealing with commoners.

Value: N/A

Charges: N/A

Tradable: No

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The following "Living Kingdoms of Kalamar" character known as

has received during

Temple of the Bronze Flame

Masterwork Mug

This character has won the drinking contest.

This large tankard is forged from bright iron and has a stout oak handle.

This character gains a +1 bonus to all Charisma-based skills when dealing with commoners.

Value: N/A

Charges: N/A

Tradable: No

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The following "Living Kingdoms of Kalamar" character known as

has received during

Temple of the Bronze Flame

Sunlight Champion

This character has won the spear throwing contest.

This award is a silver band worn around the bicep engraved with crossed spears.

This character gains a +1 bonus to all Charisma-based skills when dealing with commoners.

Value: N/A

Charges: N/A

Tradable: No

Kingdoms of

has received during

Temple of the Bronze Flame Phoenix Feather

This wonderful gift provides is a large orange and yellow feather from the plumage of a phoenix. The feather may be worn in one of three ways while providing one of the listed benefits. Choose from the options below, then cross through the others. The character may sell or trade the item, but it loses the benefits listed below.

Worn (select one): As a necklace/amulet (necklace) Woven into a cloak (cloak) As a headband or helmet plume (hea		Benefit (select one): +2 on turning checks and damage. +1 resistance to all saving throws. +1 deflection to Armor Class.		
Value: 2,000 gp (150 if sold)	Cha	rges: N/A	200	Tradable: No
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Worn (select one): As a necklace/amulet (neck Woven into a cloak (cloak) As a headband or helmet p	dace) +2 +1	(select one): on turning checks and damage. resistance to all saving throws. deflection to Armor Class.
Value: 2,000 gp (150 if sold)	Charges: N/A	Tradable: No

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*** 1					



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Value: 2,000 gp (150 if sold)	Cha	arges: N/A		Tradable: No
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As a necklace/amulet (neck		n turning checks and damage.		
Woven into a cloak (cloak).		+1 resistance to all saving throws.		
As a headband or helmet p	lume (head) +1 de	eflection to Armor Class.		
		A STATE OF THE STA		
Value: 2,000 gp (150 if sold)	Charges: N/A	Tradable: No		

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