has received during

An Academic Excursion

Izvan's Gratitude

Izvan the Sage was very impressed with your work, and indicates that he may call upon you again sometime in the future.

Value: N/A

Charges: N/A

Tradable: No





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The following "Living Kingdoms of Kalamar" character known as has received during **An Academic Excursion** Swamp Salve This odd cream may be used to heal wounds and protect the person from the onset of disease. It may heal 1d3 hp of damage, and provides a +1 bonus to saving throws against disease for 8 hours. Multiple applications may heal more damage, but the saving throw bonus does not stack, and remains at +1 for the duration. The character may purchase up to 10 applications with this certificate Value: Varies 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. The following "Living Kingdoms of Kalamar" character known as has received during An Academic Excursion Swamp Salve This odd cream may be used to heal wounds and protect the person from the onset of disease. It may heal 1d3 hp of damage, and provides a +1 bonus to saving throws against disease for 8 hours. Multiple applications may heal more damage, but the saving throw bonus does not stack, and remains at +1 for the duration. The character may purchase up to 10 applications with this certificate Value: Varies Charges: N/A 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 The following "Living Kingdoms of Kalamar" character known as has received during An Academic Excursion Swamp Salve This odd cream may be used to heal wounds and protect the person from the onset of disease. It may heal 1d3 hp of damage, and provides a +1 bonus to saving throws against disease for 8 hours. Multiple applications may heal more damage, but the saving throw bonus does not stack, and remains at +1 for the duration. The character may purchase up to 10 applications with this certificate Value: Varies 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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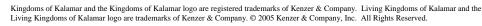
Baby Name

The father of a new baby in the Dejy village of Neshay has named his child after the character. The character is now looked upon by the family as a guardian of the baby. Other opportunities for interaction with the child may become available through adventure play.

Value: Priceless

Charges: N/A

Tradable: No





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Lizardman fetish

This item is a small eagle carved from soapstone, with a small feather tied to it with sinew. It is a minor magical item (detects as minor conjuration) that provides a +1 bonus to Heal checks. It only functions for the character who receives it.

Value: N/A

Charges: N/A

Tradable: No

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Certed Cohort - Gira

Gira is a human (Chors Dejy) female from a small tribe near the Udo Bog.

Languages: Dejy (Chors), Merchant's Tongue Requirements: Charisma 14, profession (any)

Restricted classes: Basiran dancer, barbarian, gladiator, monk, paladin, spellsinger, sorcerer, wizard

Value: N/A

Charges: N/A

Tradable: No



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