

The following "Living Kingdoms of Kalamar" character known as

has received during

Star-Crossed Lowbeards

Scribe of Ianor

You have agreed to work for Rorie Ianor, scribing and translating high elven plays in exchange for a writing credit on the final products. You must spend three non-adventuring activities translating the plays into all the languages you know. You also receive a copy of the completed collection of plays. Ianor will pay you ten victories per language translated. Once this cert has been fulfilled, it functions as a favor of Rorie Ianor cert, and grants the holder a +3 Circumstance bonus to Diplomacy checks within Cilorealon. Furthermore, if you translated the plays into at least 10 different languages, you gain the following bonus: Six non-adventuring activities after you have completed the work, you gain a +2 Circumstance bonus to Diplomacy within Pekal and a +1 Circumstance bonus to Diplomacy beyond its borders as the plays are performed around Tellene

Value: N/A

Charges: N/A

Tradable: No

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Ring of Feather Falling

This silver ring is engraved to look like a feather curling around the wearer's finger. It acts exactly like a feather fall spell, activated immediately if the wearer falls more than 5 feet.

Value: 2,200 Victories

Charges: N/A

Tradable: Yes

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The Complete Adventures of Nostaw, Gnome Detective

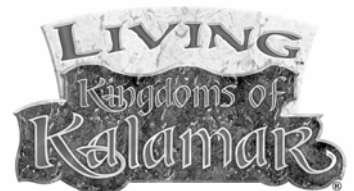
This book is a mystery novel. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Search skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the search skill is considered a class skill for that level. If the reader already has ranks in Search, they instead gain a permanent +2 Insight bonus to all Search checks. This magical effect only occurs once; after the book has been read, it functions as a normal mystery novel. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Value: 1,600 Victories

Charges: N/A

Tradable: Yes/No

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How to Build a Bridge over Troubled Waters

This book is an instruction manual for architects and engineers. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Knowledge: Architecture and Engineering skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Knowledge: Architecture and Engineering skill is considered a class skill for that level. If the reader already has ranks in Knowledge: Architecture and Engineering, they instead gain a permanent +2 Insight bonus to all Knowledge: Architecture and Engineering checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Value: 1,600 Victories

Charges: N/A

Tradable: Yes/No

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The Golden Libram of Magic – Third Edition

This book is a beginner's guide to the laws of magic. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Spellcraft skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Spellcraft skill is considered a class skill for that level. If the reader already has ranks in Spellcraft, they instead gain a permanent +2 Insight bonus to all Spellcraft checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Value: 1,600 Victories

Charges: N/A

Tradable: Yes/No

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Religion for the Faithless – A Guide for the Uninitiated

This book is a beginner's guide to the lessons of faith and duties of the Gods of Tellene. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Knowledge: Religion skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Knowledge: Religion skill is considered a class skill for that level. If the reader already has ranks in Knowledge: Religion, they instead gain a permanent +2 Insight bonus to all Knowledge: Religion checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

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Bestiary of Tellene – A Monsters Manual

This children's pop-up book is a beginner's guide to monsters. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Knowledge: Monsters skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Knowledge: Monsters skill is considered a class skill for that level. If the reader already has ranks in Knowledge: Monsters, they instead gain a permanent +2 Insight bonus to all Knowledge: Monsters checks. This magical effect only occurs once; after the book has been read, it functions as a normal children's book. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Value: 1,600 Victories

Charges: N/A

Tradable: Yes/No

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You Too Can Use Magical Items!

This book is a beginner's guide to the functions of magical items. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Use Magic Device skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Use Magic Device skill is considered a class skill for that level. If the reader already has ranks in Use Magic Device, they instead gain a permanent +2 Insight bonus to all Use Magic Device checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Value: 1,600 Victories

Charges: N/A

Tradable: Yes/No

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The Complete Works of W. S. Rattleaxe

[This cert can only be received by a Judge who has eaten "Star-crossed Lowbeards"]

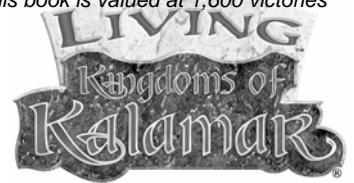
This book is a collection of the complete works of Rattleaxe. The first person to read and study the book's text in full, requiring a non-adventuring activity to reflect such study, is gripped by a magical infusion of knowledge. If the reader has no ranks in the Perform: Acting skill, they immediately gain 2 ranks in it. Furthermore, the next time they level after reading the book, the Perform: Acting skill is considered a class skill for that level. If the reader already has ranks in Perform: Acting, they instead gain a permanent +2 Insight bonus to all Perform: Acting checks. This magical effect only occurs once; after the book has been read, it functions as a normal instruction manual. This book is valued at 1,600 victories and can be sold for 800 victories if it hasn't been read. If the magic has been expended it may be sold for 10 victories.

Value: 1,600 Victories

Charges: N/A

Tradable: Yes/No

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Loraneia

This weapon is a single-edged iron sickle with a hand guard halfway up the shaft. An iron chain is attached to the other end. This chain is held in the opposite hand and swung to unbalance or entangle an opponent. The loraneia must be wielded with both hands to be effective. The loraneia uses the same rules as a dire flail, plus the following: As a reach weapon, the loraneia can strike opponents 10 feet away, and can be used against an adjacent opponent. Of course, in this instance it cannot be used as a double weapon. Furthermore, you can use the Weapon Finesse feat with this weapon. Cost: 15 gp, Damage (s) 1d4 Nonlethal/1d3, Damage (m) 1d6 Nonlethal/1d4, Critical x2, Weight 3lb, type: slashing and bludgeoning (Goods and Gear, pp. 45-46).

Value: 15 gp

Charges: N/A

Tradable: Yes

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A Whiteshore Flute

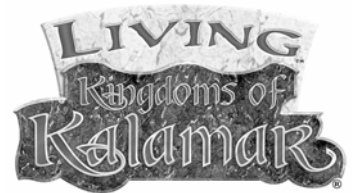
Amator Whiteshores, a High Elf Expert 4/Bard 8, has crafted yet another of his fantastic flutes and you are now the proud owner of this piece of artistry. This masterwork flute grants a +2 competency bonus to the save DC's of a bard's fascinate ability. This is not a magical effect, but simply due to the exceptional craftsmanship that the bard/crafter has placed in this flute.

Value: 100 Victories

Charges: N/A

Tradable: Yes

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Appreciation of Oemor

You have made a lifelong friend in the brewer Oemor, who credits you with enabling him to leave Cilorealon and journey out into the world. He spreads your good name among other brewers, and due to this, you are granted a +1 to any gather information checks made while acquiring knowledge from brewers, inn keepers, or tavern wait staff. Also brewers, inn keepers, and vintners are inclined to share some of their techniques with you to share with Oemor when you see him again, giving you a +1 Insight bonus to Profession: Brewer and Profession: Vintner checks provided that you already have one or both of these skills.

Value: N/A

Charges: N/A

Tradable: No

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