

The following "Living Kingdoms of Kalamar" character known as

has received during

**B Is for Brothers**

## Favor of General P'Mare

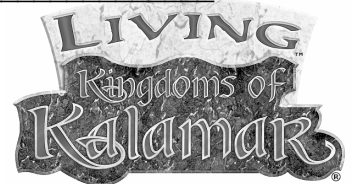
This secretive member of the Honorable holds an obligation of debt towards you for your services on his behalf. You may buy two divine potions of up to 1000 gp value for 1/2 price. Record the potions below.

Value: see text

Charges: n/a

Tradable: yes

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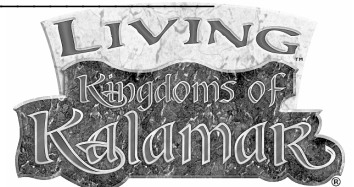
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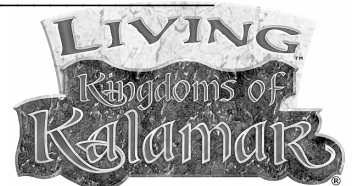
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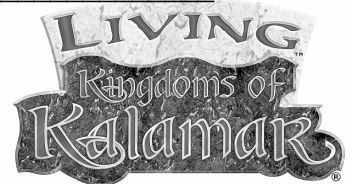
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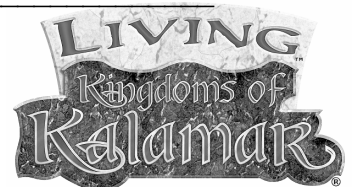
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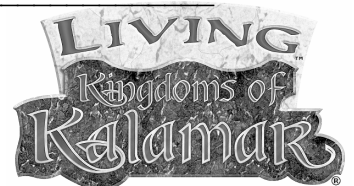
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The following "Living Kingdoms of Kalamar" character known as

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Kafen's Heroes

## Certed Cohort — Fingers

Fingers is a young human (Kalamaran/Ek'Kaselan) male from Bet Kasel.

**Languages:** Low Kalamaran, Merchant's Tongue

**Requirements:** Dexterity 14 or higher; 2 or more ranks in sleight of hand

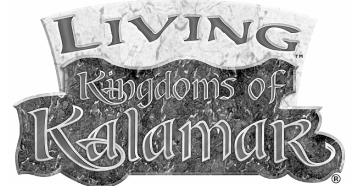
**Available Classes:** Bard, Brigand, Infiltrator, Rogue, Spellthief

Value: n/a

Charges: n/a

Tradable: no

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## Suitor for the Hand of Ki'lsa B'Tormil

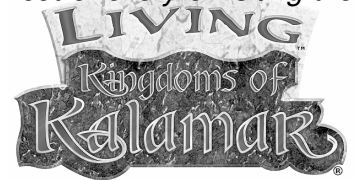
Through your acts of bravery, you have impressed the B'Tormil family and, most importantly, the young lady Ki'lsa B'Tormil, who has agreed to accept you as a suitor. Through continued acts of bravery and the dedication of at least 6 NAAs to pursuing her hand, you eventually succeed in marrying her. Ki'lsa is not a cohort and is only present as a roleplay opportunity. Any PC who marries into the B'Tormil family receives 20 gp per module in income from the estate's activities, but must spend 1 NAA out of every 6 visiting the estate in Ek'Kasel.

Value: n/a

Charges: n/a

Tradable: no

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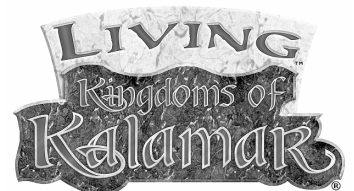
## Breastplate +1

Value: 1300; resale 650 gp

Charges: N/A

Tradable: yes

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**Curaxa:** This thick green mixture corrodes metal, slowly turning it into rust. A single vial, if carefully used, coats 2 square feet of metal, inflicting 1d4 points of damage to it every 10 minutes, for up to an hour. It has no harmful effect on non-ferrous metals or other substances. Humans and other creatures exposed to it suffer a light rash and some itching. PRICE: 100 gp. DOSES PURCHASED/REMAINING: \_\_\_\_\_

**Dragonhide:** Dragonhide is a tough coating that gives a wooden item, no larger than a body shield, 5 additional points of hardness. A flask holds one application that protects the item for one week. PRICE: 10 gp. DOSES PURCHASED/REMAINING: \_\_\_\_\_

**Mooreta:** This watery, clear liquid masks odors. When thrown at a foul-smelling creature, it can aid characters in dealing with the overpowering odor (such as a troglodyte's musk or a ghost's stench). A creature that emits a foul odor may make a Fortitude save vs. DC 12 to avoid the mooreta's effects. If effective, the mooreta lasts for 2d4 rounds. PRICE: 15 gp. DOSES PURCHASED/REMAINING: \_\_\_\_\_

**Noisemaker:** When thrown, key chemicals mix explosively. The noisemaker pops and crackles for 1d6 rounds. The noise gives characters within 30 feet a +4 circumstance bonus to Move Silently checks and makes verbal communication difficult (characters must make an Int check DC 13 to understand a speaker they could normally hear without difficulty). PRICE: 20 gp. DOSES PURCHASED/REMAINING: \_\_\_\_\_

**Smotherblend:** Shaking this mixture violently causes it to erupt into a thick white foam that quenches fire on contact. A single vial contains enough to extinguish a 5-foot cube of flame. PRICE: 20 gp. DOSES PURCHASED/REMAINING: \_\_\_\_\_

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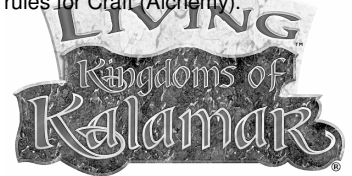
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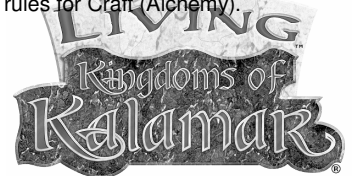
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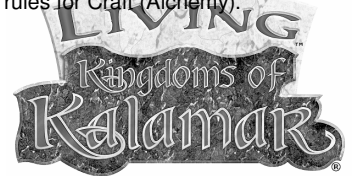
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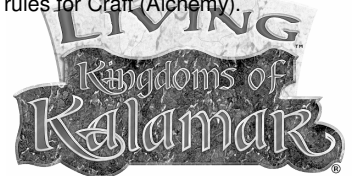
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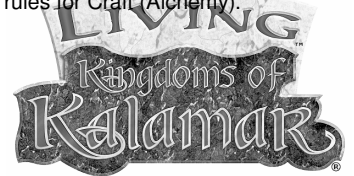
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JOINED THE COLLEGE OF ALCHEMY? \_\_\_\_\_

YES

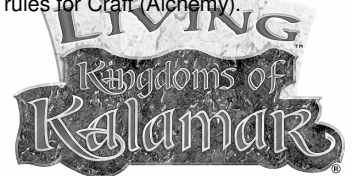
NO

Value: see text

Charges: n/a

Tradable: yes

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The following "Living Kingdoms of Kalamar" character known as

has received during

**B Is for Brothers**

## Forge of the Judge

*Cert 2 of 6. Because you keep hammering away at your players and building a mighty team of heroes, the gods have seen fit to reward you. This cert is good for 3,100 gp towards the enchantment of one magic weapon. It can be used individually or combined with any of the 5 fellow certs in the series, for a total value of 18,600 gp towards a magic weapon. This value can be supplemented with your characters own gold. Keep any certs you use together.*

Value: see text

Charges: N/A

Tradable: No

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