

The following "Living Kingdoms of Kalamar" character known as

has received during

House of Nalar

Potion of Cure Moderate Wounds

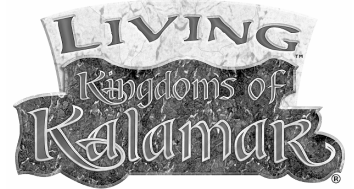
This bottle contains a translucent blue liquid that tastes like oranges. Caster level 3rd.

Value: 300 gp, resale 150

Charges: n/a

Tradable: yes

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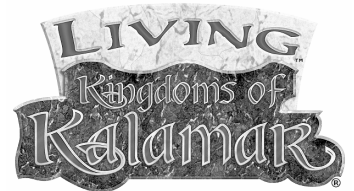
This bottle contains a translucent blue liquid that tastes like oranges. Caster level 3rd.

Value: 300 gp, resale 150

Charges: n/a

Tradable: yes

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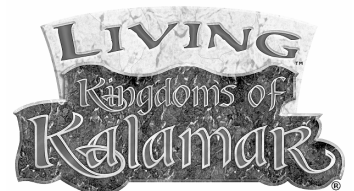
This bottle contains a translucent blue liquid that tastes like oranges. Caster level 3rd.

Value: 300 gp, resale 150

Charges: n/a

Tradable: yes

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The following "Living Kingdoms of Kalamar" character known as

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Potion of Cure Serious Wounds

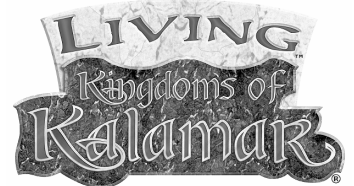
This bottle contains a pink liquid that tastes remarkably like a Reanaarian pastry. Caster level 5th.

Value: 750 gp, resale 375

Charges: n/a

Tradable: yes

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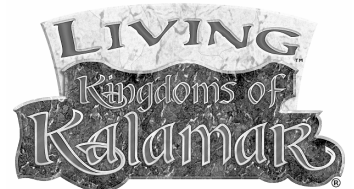
This bottle contains a pink liquid that tastes remarkably like a Reanaarian pastry. Caster level 5th.

Value: 750 gp, resale 375

Charges: n/a

Tradable: yes

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Potion of Cure Serious Wounds

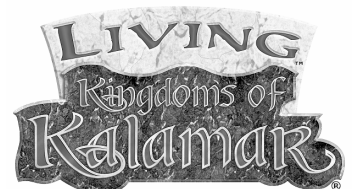
This bottle contains a pink liquid that tastes remarkably like a Reanaarian pastry. Caster level 5th.

Value: 750 gp, resale 375

Charges: n/a

Tradable: yes

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The following "Living Kingdoms of Kalamar" character known as

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Potion of *Barkskin* +2

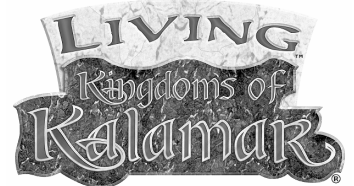
The brown liquid in this bottle smells like loam, but tastes like fresh peas from the pod. Caster Level 3rd.

Value: 300 gp, 150 resale

Charges: n/a

Tradable: yes

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Potion of *Lesser Restoration*

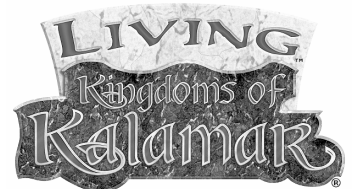
The dark liquid in this bottle looks menacing, but smells like lemons. Unfortunately, it tastes rather more like it looks than like it smells. Caster Level 3rd.

Value: 300 gp, 150 resale

Charges: n/a

Tradable: yes

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Potion of *Delay Poison*

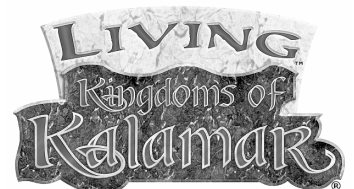
The liquid in this bottle is clear and smells like almonds. It tastes oddly like freshly picked raspberries. Caster level 3rd.

Value: 300 gp, 150 resale

Charges: n/a

Tradable: Yes

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Arcane Scroll

This scroll contains the following three spells:

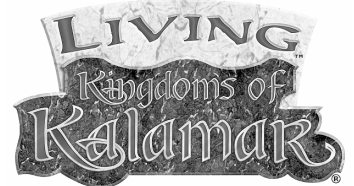
Arcane sight
Clairaudience/Clairvoyance
Stinking Cloud

Value: 1125 gp, resale 562.5

Charges: as marked

Tradable: Yes

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Arcane Scroll

This scroll contains the following three spells:

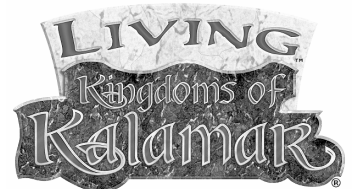
Heroism
Ray of Exhaustion
Stinking Cloud

Value: 1125 gp, resale 562.5

Charges: as marked

Tradable: Yes

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Judge Cert: Tower of Iron Will

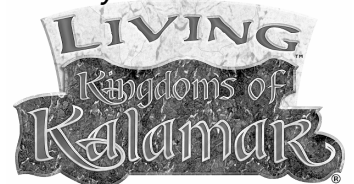
Your agreement to judge the "Tower of Nalar" without being able to play it yourself shows great will. For that reason the character to which you assign this certificate can access your will to gain a +2 sacred bonus to one Will Save per gaming session. This can be used after you know the result of your roll.

Value: n/a

Charges: n/a

Tradable: No.

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The following "Living Kingdoms of Kalamar" character known as

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Slave of Kalamar

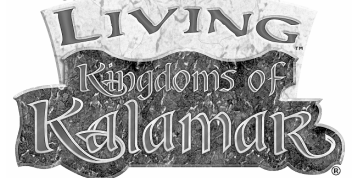
Though rescued by the Gray Legion, you now bear the marks of having been made a slave. Both of your ankles are tattooed with chain links. In addition, you must always carry a light red packet of papers, known as "walking papers," to prove that you are a freed slave rather than an escaped slave. Although the Gray Legion was able to secure your legal freedom in the eyes of Pekal and return all of your gear, the cost of this excursion places you in their debt at a rate of 100 gp per your character level at the time of this cert (according to slavery prices in the KPGSL). Payments must be made at a rate of at least 25 gp per NAA until the debt is paid in full.

Value: n/a

Charges: n/a

Tradable: no

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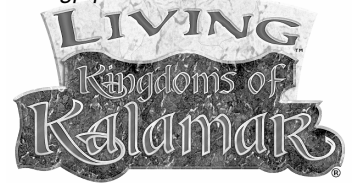
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Value: n/a

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Tradable: no

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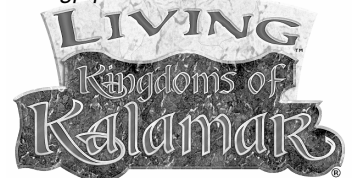
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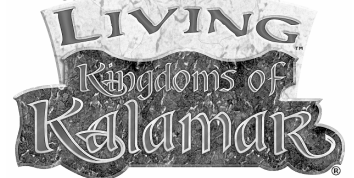
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Value: n/a

Charges: n/a

Tradable: no

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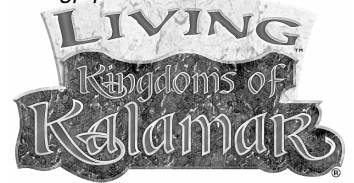
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Value: n/a

Charges: n/a

Tradable: no

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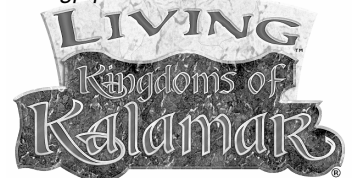
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Value: n/a

Charges: n/a

Tradable: no

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Deep Crystal

Deep crystal is crystal of above-average quality found at the hearts of large veins or deposits of mundane crystal (see below). Deep crystal is renowned for its strength and its psionically resonant nature. Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart. There is enough deep crystal here to craft a single light weapon, if the bearer has the Craft (Weaponsmithing) or similar skill. Having this deep crystal reduces the cost to create a deep crystal weapon by 750 gp, and the only craftsmen who work it reside at the Village of Tresana. Having a weapon created costs 1 NAA. Possession of this weapon grants the DM a +5 bonus to identify your character as a psion once your character has been pointed out to the College of Magic. Contact the campaign staff for clarification if needed.

While a weapon made of deep crystal is no different from a mundane crystal weapon for a nonpsionic character, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that weapon deals. As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee weapon or ranged weapon made of deep crystal. For 2 power points, the deep crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again.

Value: 750

Charges: n/a

Tradable: yes

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