has received during

Sick at Heart

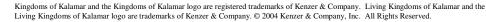
Block of Adamantine

This block of adamantine is large enough to create a single One handed weapon or two Light weapons. This block reduces the cost of an adamantine weapon to 1000 + cost of the weapon gp, for labor and masterwork quality. Characters with Craft: Weaponsmithing can make the weapon for free at their forge, provided they can make a Craft: Weaponsmithing check DC 20. The crafting of an adamantine weapon requires the character to spend 1 NAA traveling to Lebolegido to have the weapon forged, or to forge it at their own smithy. This weapon may be enchanted through the use of appropriate certs and favors.

Value: 2000 Victories

Charges: N/A

Tradable: Yes





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Copy of the Endless Decay

The unholy book of the Rotlord has some surprisingly practical advice for its adherents. In order to advance in the Conventicle of Affliction, candidates must survive the diseases inflicted upon them by their superiors. This book grants a +1 bonus to Heal and Knowledge (Religion) checks. Alternatively, this text can be used as a scroll of remove disease, which destroys the scroll and voids the cert.

Value: 575 gp, 288 resale

Charges:1

Tradable: yes

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Blessing and Favor of the Kargi

The Kargi hobgoblins find you an honorable person, and as such lend you of their strength. Three times, you may gain the Kargi racial +4 bonus to Fortitude saves, after the result of your save is known. Mark through the boxes as you use this cert. Do not discard this cert when all boxes are filled. This cert may also grant favors in difficult times in future modules.

Value: N/A

Charges: 3

Tradable: N/A

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Charges: 3

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Kingdon's of Kalamars

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Value: N/A

Charges: 3

Tradable: N/A

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Value: N/A

Charges: 3

Tradable: N/A

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Value: N/A

Charges: 3

Tradable: N/A

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Sick at Heart

Business Opportunity

Commander Aleshdin has gone into the pharmaceuticals business, and he needs help selling his wares outside of Svimohzia. In return for your help, every module played after receiving this cert earns the character 25 gold pieces, received at the end of the module.

Value: N/A

Charges: N/A

Tradable: N/A

Kalamars

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Charges: N/A

Tradable: N/A

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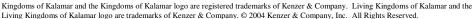
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