

The following “Living Kingdoms of Kalamar” character known as

has received during

Sirocco’s Kiss

Krijir’s Hat of Disguise

*This hat of disguise functions exactly like a typical hat of disguise with one exception; this item was created with a higher level spell and requires a **Will save DC 16** is required to see through the illusion.*

Value: 4,200 gp (2,750 if sold)

Charges: N/A

Tradable: Yes

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Characters only receive this cert if they DO NOT receive the six “Gray Legion” certified magic items.

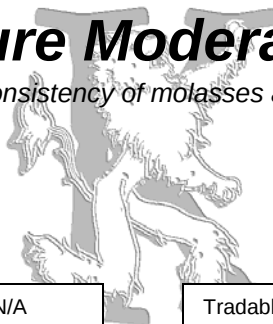
The following "Living Kingdoms of Kalamar" character known as

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Sirocco's Kiss

Potion of Cure Moderate Wounds

This brown liquid has the consistency of molasses and tastes of salty kelp.



Value: 150 gp (75 if sold)

Charges: N/A

Tradable: Yes

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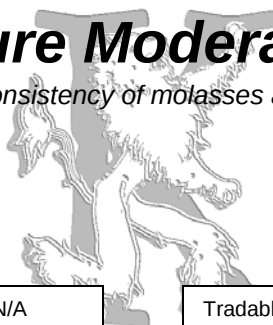
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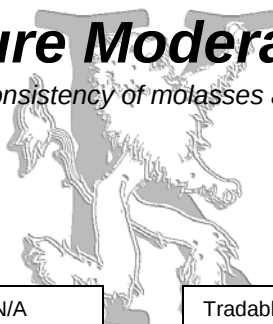
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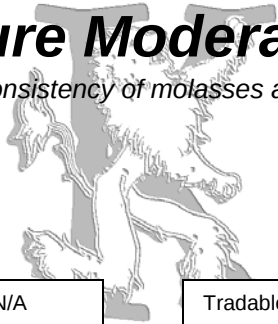
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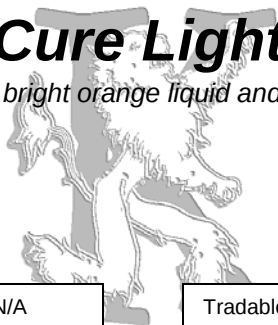
The following “Living Kingdoms of Kalamar” character known as

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Potion of Cure Light Wounds

This small vial holds a bright orange liquid and has a sour taste.



Value: 50 gp (25 if sold)

Charges: N/A

Tradable: Yes

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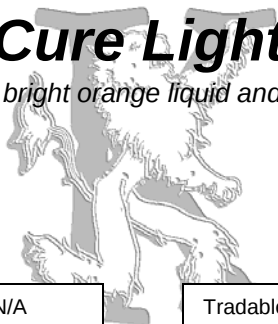
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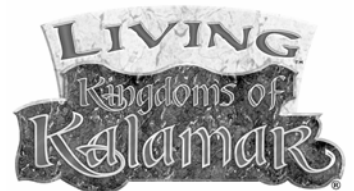


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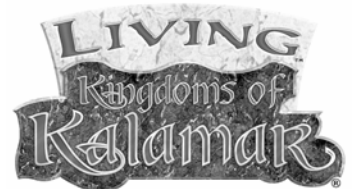


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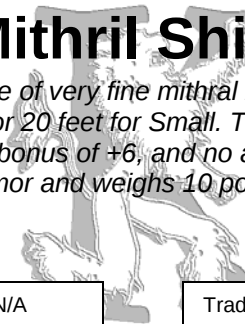
The following "Living Kingdoms of Kalamar" character known as

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Sirocco's Kiss (Gray Legion Cert)

Mithril Shirt

This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor and weighs 10 pounds.

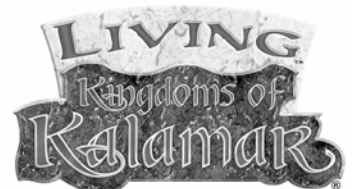


Value: 1,100 gp (750 if sold)

Charges: N/A

Tradable: Yes

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Sirocco's Kiss (Gray Legion Cert)

Cloak of Resistance +1

This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Value: 1,000 gp (550 if sold)

Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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+1 arrows (x20)

These +1 arrows come with a narrow leather quiver.

Value: 940 gp (540 if sold)

Charges: N/A

Tradable: Yes

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Bracers of Armor +1

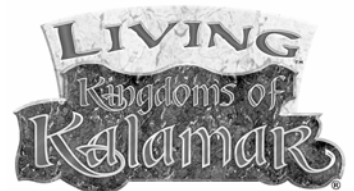
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Value: 1,000 gp (600 if sold)

Charges: N/A

Tradable: Yes

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Phylactery of Devotion

This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. The wearer of a phylactery of devotion is able to channel the power of his devotion to help those in need. Paladins who wear this item can use lay on hands as if they were one level higher. Clerics who wear this item heal one additional hit point of damage when casting "cure" spells. Other characters who wear this item gain the ability to "lay on hands" (similar to the paladin ability of the same name) for one hit point once per day.

Value: 1,100 gp (650 if sold)

Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Bag of Tricks, gray

This small gray sack has a leather drawstring and various animal and natural patterns stitched into the sides.

Value: 900 gp (500 if sold)

Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Favor of the Gray Legion

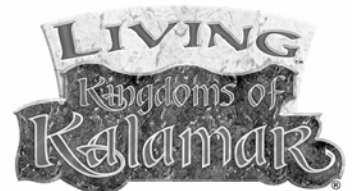
The Gray Legion appreciates your assistance with the emerging threat in Baneta. For completing the assignment and avenging their agent's death, the Gray Legion is willing to pay for half the cost of one divine spell. This spell must be cast in Bet Rogala or Baneta.

Value: Priceless

Charges: N/A

Tradable: No

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Favor of the Gray Legion

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