

The following "Living Kingdoms of Kalamar" character known as

has received during

Temple of the Bronze Flame

Small Domesticated Animal

You found this unusual creature at a small fair in the countryside of Pekal. Select the pet you purchased: from the list below:

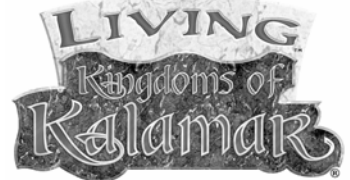
- | | | | | | |
|-------------------------------------|--|-------------------------------------|--------------------------------------|-------------------------------------|------------------------------------|
| ☐ Parrot | ☐ Flying Squirrel | ☐ Guinea Pig | ☐ Field Mouse | ☐ Calico Cat | ☐ Toucan |
| ☐ Tarantula | ☐ King Snake | ☐ Gecko | ☐ Blue Turtle | ☐ Armadillo | ☐ Capybara |
| ☐ Chinchilla | ☐ Duck | ☐ Porcupine | ☐ Pig | ☐ Koala | ☐ Tree Frog |

Value: 10 gp (5 if sold)

Charges: N/A

Tradable: Yes

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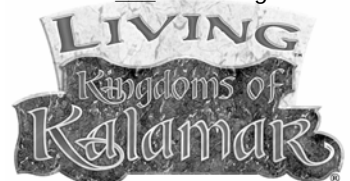
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Value: 10 gp (5 if sold)

Charges: N/A

Tradable: Yes

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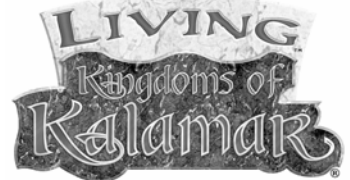
- | | | | | | |
|-------------------------------------|--|-------------------------------------|--------------------------------------|-------------------------------------|------------------------------------|
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Value: 10 gp (5 if sold)

Charges: N/A

Tradable: Yes

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| ☐ Chinchilla | ☐ Duck | ☐ Porcupine | ☐ Pig | ☐ Koala | ☐ Tree Frog |

Value: 10 gp (5 if sold)

Charges: N/A

Tradable: Yes

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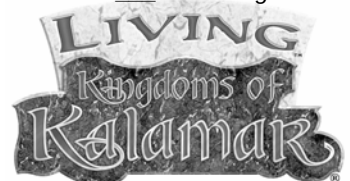
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|-------------------------------------|--|-------------------------------------|--------------------------------------|-------------------------------------|------------------------------------|
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Value: 10 gp (5 if sold)

Charges: N/A

Tradable: Yes

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“Igniter” +1 flail of flame

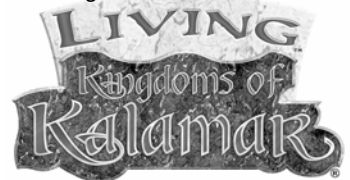
Igniter is a flail with two dark fire-blackened heads shaped like flames connected to a weathered stone handle by a rusty chain. Its appearance hides the true nature of this powerful weapon. When grasped, the wielder immediately learns that uttering the command word “ignite” causes both flame heads to emit heat and glow bright red. While lit, any creature or object struck by Igniter takes an additional 2 points of fire damage. If Igniter is brought to rest on an object, it can set things on fire, though simply striking something is not enough contact to cause combustion. The wielder of the weapon is immune to this damage.

Value: 5,000 gp (2,750 if sold)

Charges: N/A

Tradable: Yes

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The following “Living Kingdoms of Kalamar” character known as

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Temple of the Bronze Flame

“Cincture of Fire” Pyrohydra armor

This reddish suit of masterwork armor is made from a pyrohydra hide. It functions as masterwork hide armor. In addition, it also provides limited resistance against fire attacks. Per the rules in Goods and Gear, it reduces fire damage by 1 point per die of fire damage. This is considered a Supernatural ability of the armor, and does not interfere with magical enchantment.

Value: 1,215 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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Potion of protection from energy (fire)

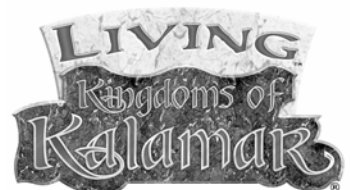
This crystal vial holds a brilliant red fluid..

Value: 750 gp (375 if sold)

Charges: N/A

Tradable: Yes

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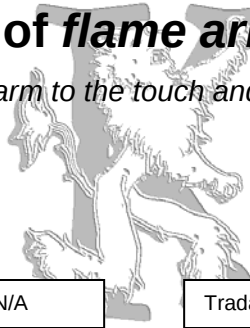
The following “Living Kingdoms of Kalamar” character known as

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Oil of flame arrow

This small ceramic vial seems warm to the touch and contains a viscous brown liquid.



Value: 750 gp (375 if sold)

Charges: N/A

Tradable: Yes

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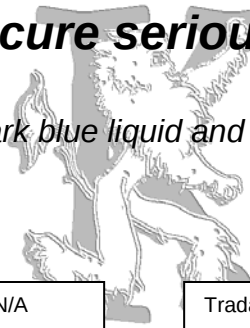
The following “Living Kingdoms of Kalamar” character known as

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Potion of cure serious wounds

This corked bottle holds a dark blue liquid and is wrapped with a red ribbon.

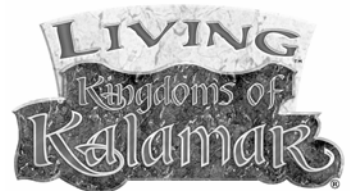


Value: 750 gp (375 if sold)

Charges: N/A

Tradable: Yes

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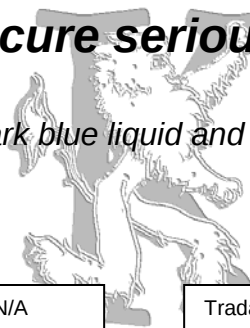
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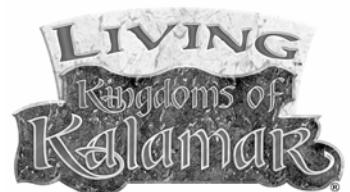


Value: 750 gp (375 if sold)

Charges: N/A

Tradable: Yes

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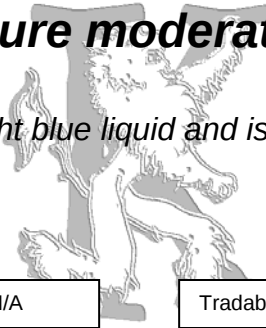
The following “Living Kingdoms of Kalamar” character known as

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Potion of cure moderate wounds

This corked bottle holds a light blue liquid and is wrapped with a red ribbon.



Value: 300 gp (150 if sold)

Charges: N/A

Tradable: Yes

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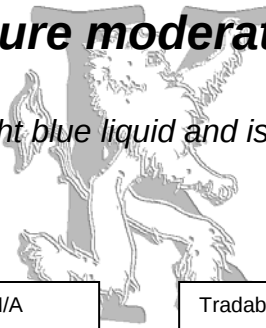
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Charges: N/A

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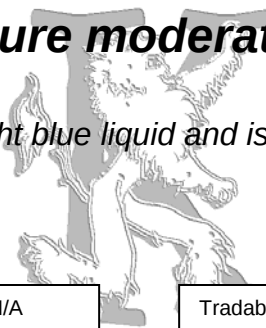
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Potion of cure moderate wounds

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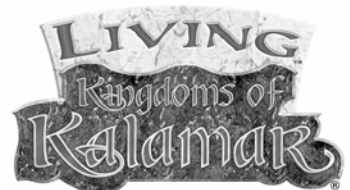


Value: 300 gp (150 if sold)

Charges: N/A

Tradable: Yes

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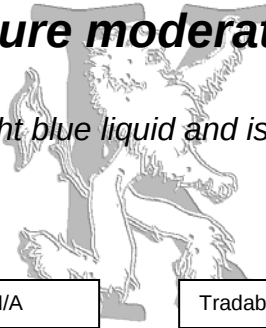
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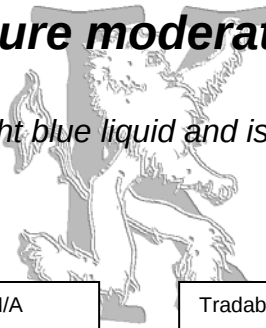
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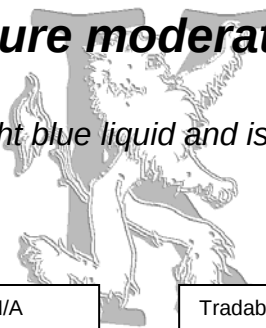
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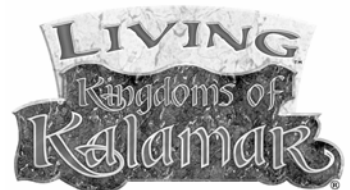


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The following “Living Kingdoms of Kalamar” character known as

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Pillar of Strength

*This character has won the arm wrestling contest.
To reward his efforts, the character receives a large silver medal.*

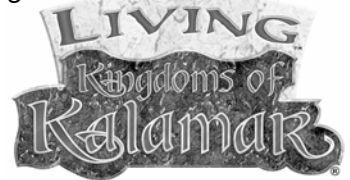
This character gains a +1 bonus to all Charisma-based skills when dealing with commoners.

Value: N/A

Charges: N/A

Tradable: No

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Masterwork Mug

*This character has won the drinking contest.
This large tankard is forged from bright iron and has a stout oak handle.*

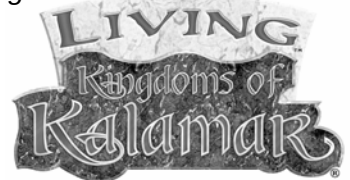
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Value: N/A

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Sunlight Champion

*This character has won the spear throwing contest.
This award is a silver band worn around the bicep engraved with crossed spears.*

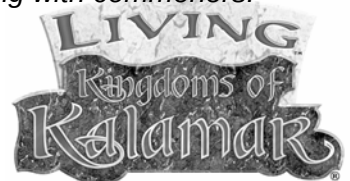
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Value: N/A

Charges: N/A

Tradable: No

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Phoenix Feather

This wonderful gift provides is a large orange and yellow feather from the plumage of a phoenix. The feather may be worn in one of three ways while providing one of the listed benefits. Choose from the options below, then cross through the others. The character may sell or trade the item, but it loses the benefits listed below.

Worn (select one):

- ☐ As a necklace/amulet (necklace).
☐ Woven into a cloak (cloak).
☐ As a headband or helmet plume (head).

Benefit (select one):

- ☐ +2 on turning checks and damage.
☐ +1 resistance to all saving throws.
☐ +1 deflection to Armor Class.

Value: 2,000 gp (150 if sold)

Charges: N/A

Tradable: No

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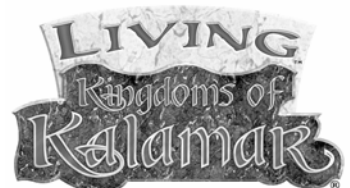
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