

The following "Living Kingdoms of Kalamar" character known as

has received during

The Hungry Undead

Purple Scar

After touching an evil alter deep within a Deji burial mound, a small portion of this character's life force was lost. This character permanently loses 1 hit point. It may not be healed or restored by anything less than a miracle or wish spell. A jagged purple scar remains as a reminder of the incident.

Value: Priceless

Charges: N/A

Tradable: No

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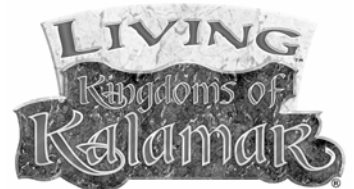
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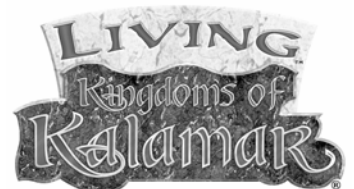
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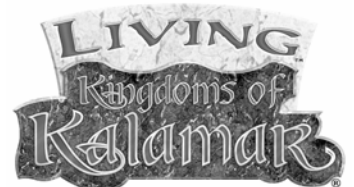
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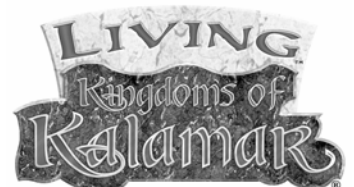
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The following "Living Kingdoms of Kalamar" character known as

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Merciless Longspear

This ancient longspear is crafted entirely of bronze, increasing its weight, and reducing its range. The creators were very cunning, however, and the added mass also increases the damage inflicted (this bonus damage is applied before any multipliers). The additional damage remains +2, even if the weapon size changes.

<u>Weapon</u>	<u>Dmg (M)</u>	<u>Crit</u>	<u>Range</u>	<u>Weight</u>
Merciless Longspear	1d8+2	x2	5 ft.	13 lbs.

Value: 40 gp (26 if sold)

Charges: N/A

Tradable: Yes

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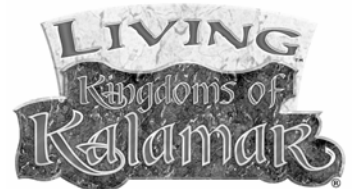
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Shield of the Merciless (+1 heavy wooden shield)

This heavy wooden shield is scratched, dented, chipped, and seems to be in very poor repair. It has a strange emblem on it that may have once been a dragon in flight, but is now little more than faded splotches of old paint. When equipped, this shield allows the wielder to transfer some or all of the enhancement bonus from his Armor Class to his attack roll(s) as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the shield's enhancement bonus at the start of his turn before making any other action, and the effect on attack roll(s) lasts until his next turn.

Value: 3,000 gp (1,500 if sold)

Charges: N/A

Tradable: Yes

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Silver arrows

There are 20 masterwork silver arrows in a slender darkwood quiver.

Value: 160 gp (80 if sold)

Charges: N/A

Tradable: No

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Metamagic Rod, Lesser Extend

This small translucent rod appears to be made from thick glass. Blue and white smoke seems frozen inside, but when used, the contents roil and churn violently for a number of seconds.

Value: 3,000 gp (1,750 if sold)

Charges: N/A

Tradable: Yes

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Winter's Bite (+1 Rapier)

The translucent blade of this rapier appears to be made of ice rather than metal. It is cold to the touch, and a glove must be worn to wield the weapon proficiently (failure to wear a glove imposes a -4 penalty to hit). Strangely, the cold nature of the weapon also provides some protection against similar damage, granting cold resistance 3 to the wielder. The hilt seems to be steel, though it has been painted a glossy light blue. The scabbard is made from pure white ivory, encrusted with sapphires and etched with silver.

Value: 2,320 gp (1,200 if sold)

Charges: N/A

Tradable: Yes

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