

The following "Living Kingdoms of Kalamar" character known as

has received during

On the House

## Impressed Moradun J'Tali

While performing at the Bardic College at Baneta, you managed to impress one of the senior instructors, Moradun J'Tali. He has offered to train you personally at the end of the school term. This cert allows you to join the first tier of the Bardic College of Baneta regardless of whether you meet the requirements.

Value: 0

Charges: None

Tradable: No

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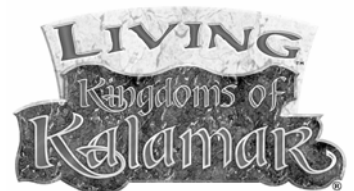
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### Favor of Sorcia, Daughter of Sortha, and the Alewives and Brewers Guild

You have done a favor for Sorcia, Daughter of Sortha. To show her thanks, she allows you up to ten modules worth of use of free room and board in her inn, the Laughing Bed. For the duration of those modules, you may use the room to store any equipment you don't wish to carry over the course of the adventure. In addition, as the Head of the Alewives and Brewers Guild, Sorcia's influence with other taverns in the city allows you to reduce prices at any of the taverns run by the Alewives and Brewers Guild in Bet Rogala by 10%.

Value: 0

Charges: None

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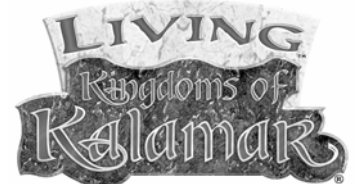
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## Favor of the Porters Guild

You have done a favor for the Porters Guild. To show their thanks, the porters reduce all rates for transporting goods in all of Pekal by 10%. Over the course of five modules, you may call upon members of the Porters Guild to aid you if you are in need as an Apprentice of the Porters Guild.

Value: 0

Charges: None

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**Scorn of Sorcia, Daughter of Sortha, and the Alewives and Brewers Guild**

*You have betrayed the trust of Sorcia, Daughter of Sortha. Due to her influence as the Head of the Alewives and Brewers Guild, you find that all prices charged to you at the inns and taverns run by the Alewives and Brewers Guild in Bet Rogala have increased by 10%*

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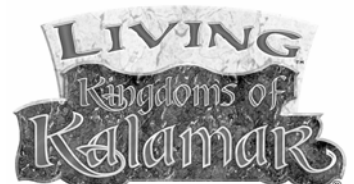
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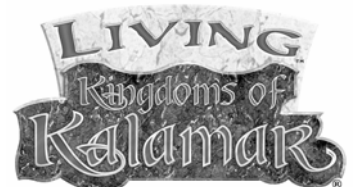
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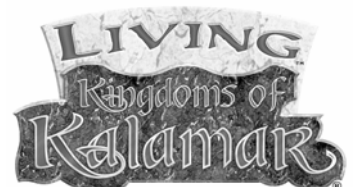
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## Scorn of the Porters Guild

You have performed actions which have shamed the Porters Guild in the public eye. You find that all prices charged to you for the transport of goods in all of Pekal have increased by 10%

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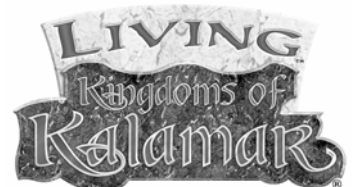
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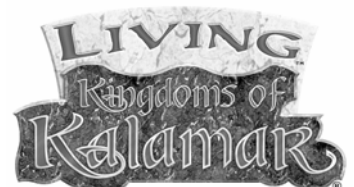
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## Wynn the Light Horse and her Cart

You have purchased Wynn and a special two-wheeled cart from Shem Two-Patch. Wynn is an older nut-brown light horse with a golden mane. Some would say she is a bit on the small side as far as mares go, but she has been well cared for and in excellent health. She is ill-suited for riding, breeding, or fighting (Wynn runs away from danger rather than bite or kick), but she is more than capable of pulling the cart Shem had custom made just for her. The owner has promised Shem that they will take good care of Wynn, and must pay an upkeep cost of 15 Victories per adventure to represent superb stabling and feed. This cost must be paid after each adventure regardless of how much time actually passed during the adventure.

Wynn, the Light Horse

Large Animal

Hit Dice: 3d8+6 (15 hp)

Initiative: +1

Speed: 60 ft. (12 squares)

Armor Class: 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12

Base Attack/Grapple: N/A

Attack: None

Full Attack: None

Space/Reach: 10 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light vision, scent

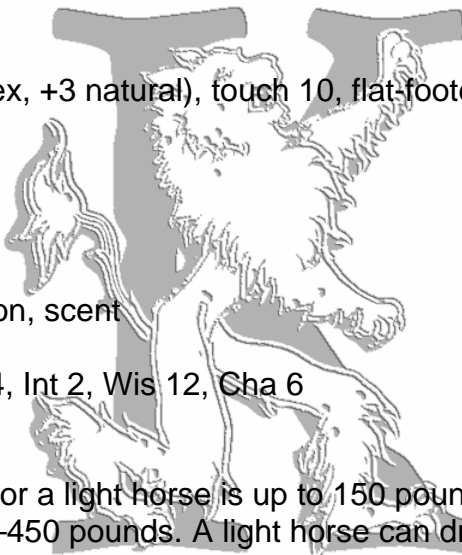
Saves: Fort +5, Ref +4, Will +2

Abilities: Str 14, Dex 13, Con 14, Int 2, Wis 12, Cha 6

Skills: Listen +4, Spot +4

Feats: Endurance, Run

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.



Wynn is able to pull her special cart fully-loaded with great ease due to its unique construction. A Grease spell has been permanently cast upon the axle, and the cart is a bit lower to the ground than most others of similar construction. The cart contains detachable wheels and runners that allow the owner to convert the cart into a sled for snow and ice covered travel. The cart also has a water repellent cover that can be erected to provide shade and some protection from the elements. Due to unique gnomish construction, the cover can be sealed shut, providing a makeshift tent out of the cart. The cart is large enough to sleep three small-sized humanoids comfortably, or two medium-sized humanoids slightly cramped. It can hold up to 400 pounds of equipment (or two standard-sized barrels or one large crate, as long as none exceed 400 pounds) before the weight becomes a bit too much for Wynn to pull. Wynn can pull the cart at a speed of 40 feet per round, whether fully loaded or completely empty. The cart is Large size for spacing purposes. Resale Value: You may not resell this item, but you may trade it with other players in the campaign.

Value: 100 Victories

Charges: N/A

Tradable: Yes

