

The following "Living Kingdoms of Kalamar" character known as

has received during

D is for Dwarves

Masterwork Dwarven Steel Weapon

Brilliantly constructed, even a simple weapon can be made into a work of art when in the hands of the masterful dwarven Weaponsmiths. Choose a simple weapon from the PHB or the Players Guide to the Sovereign Lands. Although masterwork, the intricate craftsmanship increases this items value to 500 GP + Simple Weapon Cost.

Simple Masterwork Weapon: _____

Value: 500 GP + Weapon

Charges: N/A

Tradable: Yes

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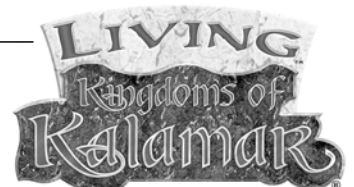
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The following "Living Kingdoms of Kalamar" character known as

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Token of Dwarven Friendship

This small token, when presented to any dwarf shows that you are a friend to the dwarven people. You gain a +2 circumstance bonus to all CHA based checks with dwarves and negates half of any racial penalties that you may possess. In addition it provides a +5 bonus to any CHA based check when dealing with Clan Karista dwarves.

Value: 5 GP

Charges: N/A

Tradable: No

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The following "Living Kingdoms of Kalamar" character known as

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Member of Clan Karista

The greatest honor of the clan has been bestowed to you. Your name has been inscribed next to the legends of dwarven warriors past, and you have been inducted into Clan Karista. You are considered a respected member of the Clan and receive 20% off any and all purchases made by you from its members.

Value: Priceless

Charges: N/A

Tradable: No

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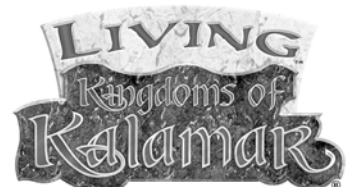
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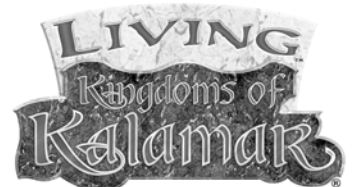
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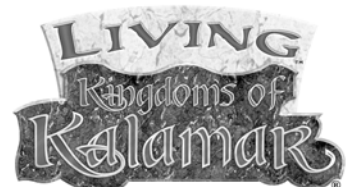
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The High Mountain Ring

This intricate ring always feels cool upon your finger, yet its power keeps you warm through the coldest of days on the lonely mountains and beyond. When first possessed, the ring LOCKS into its power based upon the Tier of the character that receives it. It does not change when traded.

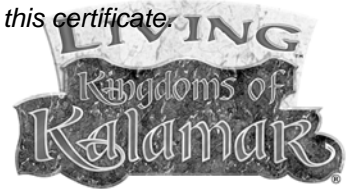
Tier 1 – Ring of Endure Elements – Cold – Tier 2 – Ring of Cold Resistance 5 –
Tier 3 – Ring of Cold Resistance 10. Circle the Tier/Item upon receiving this certificate.

Value: Variable/See DMG

Charges: N/A

Tradable: Yes

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Pickler – The Elven Bane

This heavy pick is enchanted and said to be the bane of all the Elven races. It has been carried to war three times in the last 40 years and failed to slay even one goblin thus the dwarves are willing to set it free into the world. They will get it back later. When first possessed, the pick LOCKS into its power based upon the Tier of the character that receives it. It does not change powers when traded.

Tier 1 – Dwarven Steel Heavy Pick +1 – Tier 2 – Dwarven Steel Heavy Pick +1 Elf Bane - Tier 3 – Dwarven Steel Heavy Pick +2 Elf Bane Circle the Tier/Item upon receiving this certificate.

Value: Variable/See DMG

Charges: N/A

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The Wind Shield

This heavy dwarven steel shield protects the wielder in the normal fashion and has been known to provide excellent protection from all missile weapons (although no record of it being wielded against giants). It has the symbol of a lightning bolt coming straight down between two crossed halberds. When first possessed, the shield LOCKS into its power based upon the Tier of the character that receives it.

Tier 1 – Heavy Shield +1 – Tier 2 – Heavy Shield +1, Deflect Missiles (CL6) 1/day, Tier 3 – Heavy Shield +2, Deflect Missiles (CL 8) 3/day Circle the Tier/Item upon receiving this certificate.

Value: Variable/See DMG

Charges: N/A

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The Dark Helmet of Despair

This magical helmet is made of a black Mithril alloy. The ore has not been seen in generations and this is the only piece of this material that the village has in its possession. This helmet protects the wearer while projecting an aura of despair to the enemies in combat with the wearer. It magically resizes to fit the owner. When first possessed the helmet LOCKS into its power based upon the Tier of the character that receives it.

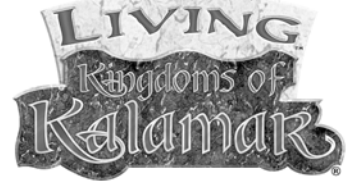
Tier 1 – Helmet +1, Fear (CL6) 1/day, Tier 2 – Helmet +2, Fear (CL6) 1/day, Tier 3 – Helmet +3, Fear (CL8) 2/day
Circle the Tier/Item upon receiving this certificate.

Value: Variable/See DMG

Charges: N/A

Tradable: Yes

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Judge Certificate – Four is for Dwarves

Without stalwart judges like yourself, we could not possibly have gotten as far as we have with the Living Kingdoms of Kalamar campaign and we thank you! This is the Fourth of the Strike to the Heart series of Judge Certificates. Each certificate adds on to the others to allow you the judge to reap a reward for "eating" multiple scenarios in this series.

VOIDING four Strike from the Heart Series Judge Certificates allows you to pick from one of the following three items:

- Upgrade to Divinity armor for an existing piece of enchanted or masterwork armor. Kalamar Players Guide to the Sovereign Lands – p 250
- Upgrade of Champions for an existing piece of enchanted or masterwork weaponry.
- Kalamar Players Guide to the Sovereign Lands – p 252
- Ring of Improved Invisibility – Kalamar Players Guide to the Sovereign Lands – p 253
- Bracelet of Attunement – Kalamar Players Guide to the Sovereign Lands – p 255
- Or, you may keep this certificate for later...

Value: Variable/See DMG

Charges: N/A

Tradable: Yes

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