

The following "Living Kingdoms of Kalamar" character known as

has received during

War

War

The war between Pekal and Kalamar has begun. Its effects are going to be felt across Tellene, though much more acutely within those lands. As a result of the war, everything has become more valuable. Characters must now pay double the listed value for all goods; unfortunately, merchants are wary of large inventory, so selling prices remain the same. This certificate can only be voided by the "End of the War" certificate.

Value: N/A

Charges: N/A

Tradable: No

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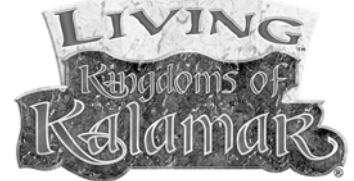
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The following "Living Kingdoms of Kalamar" character known as

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Baneta Treasury

For your efforts in defending the city from attack, you may make a small donation to the city's defense fund, and in return, gain the use of a powerful magic item. The weapon or armor chosen must be listed in Core Rulebook I, II, or the Kingdoms of Kalamar Player's Guide. They are considered standard magic items, and are not made from special materials. This donation is not affected by the increase in value from the 'War' certificate.

<u>Item</u>	<u>Donation</u>
<i>Amulet of Natural Armor +1</i>	1,000 gp
<i>Bracers of Armor +2</i>	1,000 gp
<i>Quiver of Ehlonna</i>	1,000 gp
<i>+1 weapon (not double weapon)</i>	1,100 gp
<i>+1 armor or shield</i>	1,100 gp
<i>Brooch of Shielding</i>	1,200 gp
<i>Ring of Protection +1</i>	1,200 gp
<i>Metamagic Rod, Extend, lesser</i>	2,000 gp
<i>Wand of Magic Missiles (5th)</i>	2,000 gp

Value: N/A

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