

The following "Living Kingdoms of Kalamar" character known as

has received during

**Barriers of Mentality**

## Potion of Cure Light Wounds

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



Value: 300 gp (175 if sold)

Charges: N/A

Tradable: Yes

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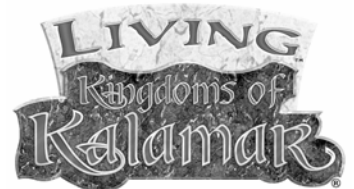


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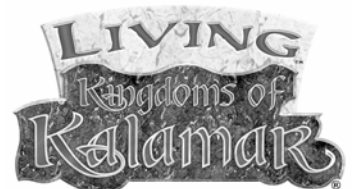


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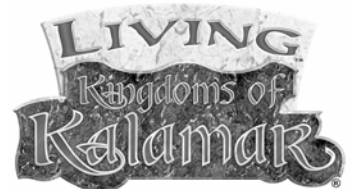


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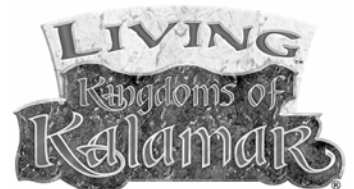


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## Amulet of Scabrous Life

This simple golden amulet is composed of a small sphere and equally mundane chain. The only markings on the sphere are the words "One More Day" in Svimohzish. Once per day, whenever the wearer falls below 0 hit points, the amulet activates, casting the Scab spell (as described in the Villain Design Handbook), preventing any further bleeding and healing 1 hit point.

Value: 900 gp (500 if sold)

Charges: N/A

Tradable: Yes

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## Wand of Serenity

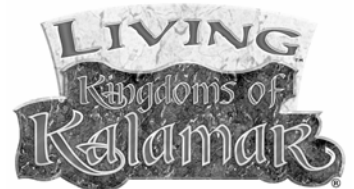
This mahogany wand has an image of a dove carved into its handle. When activated with its arcane command word (which translates to the Merchant's Tongue as "Peace"), it acts as a wand of calm emotions.

Value: 900 gp (500 if sold)

Charges: 9

Tradable: Yes

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## Wanted in Bet Rogala

You are wanted for "Battery" (as described in the Pekal Gazetteer). Any time you are in Bet Rogala, you risk being identified. On a roll of a 1 on a d10, you are recognized and reported to the local constabulary. A Disguise check DC 16 changes this to a 1 on a d20. If discovered, you are arrested and locked in the stocks for one month (you lose 28 day units) and must pay 100 Victories for damages incurred by the city.

Value: N/A

Charges: N/A

Tradable: No

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