

The following “Living Kingdoms of Kalamar” character known as

has received during

Stormbringer

Lightning does strike twice...

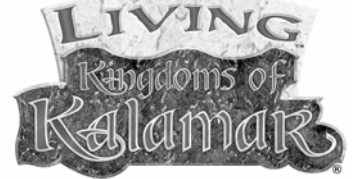
(**JUDGE ONLY** - If you had to “eat” this adventure and were not able to play it so that you could run it for others, then this is part of your reward for that sacrifice.) And we appreciate it too!) It just so happens that you are the one that always runs the event when no one else will. Constantly you are struck again and again by that inexplicable bolt of fate that makes you the GM you are today. As a way of thanking you for eating Stormbringer, the character that you attach this certificate to has been struck by lightning one to many times. They are resistant to electrical attacks and can ignore the first two points of damage from any electrical damage dealt. . Oh... and comb your hair down... it is sticking up.

Value: N/A

Charges: N/A

Tradable: No

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Sapphire of Shock

This beautiful sapphire glows with a warm blue radiance and tingles in your hand if you hold it for too long. With the instructions given by the storm giant, you may graft it to another item confer the following properties:

1. **Weapon Enhancement – Shock** – per the DMG. As per Magic item creation rules you must attach a weapon enhancement to an already enchanted weapon of +1 value or better.
2. **Armor Enhancement** – When attached to an armor or Bracers of Armor the sapphire provides Energy Resistance 5 vs Electricity

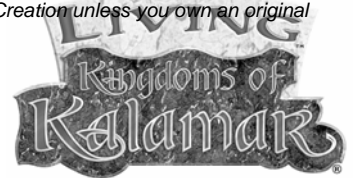
Once attached in either of the two methods listed above it is impossible for the sapphire to be removed without destroying the enchantment. Due to the complex nature of the magics involved this item is considered SPECIAL and cannot be duplicated using Magic Item Creation unless you own an original copy of this certificate.

Value: 9,000 Victories

Charges: N/A

Tradable: Special

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Wand of Lightning Bolt

This rod of amber is 10 inches long and has dark runes etched along its sides. When the command word of *arcus* is spoken a blast of lightning issues forth, per the lightning bolt spell cast at 5th level.

___ Experience Tier 1	Five Charges	[[[[[[[]]]]]] – 1,125 gp
___ Experience Tier 2	Ten Charges	[[[[[[[]]]]]] [[[[[[[]]]]]] – 2,250 gp
___ Experience Tier 3	Fifteen Charges	[[[[[[[]]]]]] [[[[[[[]]]]]] [[[[[[[]]]]]] – 3,375 gp

Check the box according to the Experience Tier that you were awarded for this adventure. This item is locked at the level that it is received and cannot be altered, charged, or changed by any means.

Value: Variable

Charges: Variable

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Favor of the Pekalese Military

Your delivery of the holy water was well timed and played a deciding role in a major battle. For that you have the thanks of the Military in the form of a favor. This favor can be used as:

- 1 - A standard favor for military/temple/CoM (per the Meta-org rules) or
- 2 - For non-military personnel you have one favor that you may exchange as if you were in the military at the rank of Corporal.

Value: N/A

Charges: N/A

Tradable: No

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The following "Living Kingdoms of Kalamar" character known as

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Precious Jewelry

You took the time to help out the crazy manure carter and found out that in fact he was a rather wealthy jewelry merchant. Because of your kindness he has bestowed upon you a precious pin, brooch, ring, amulet, necklace, bracelet, or circlet worth ATL Played X 50 gp.. As it is a masterful piece of work, the value of the jewelry can be deducted from your total cost to create an item with it. Circle which one you selected and then circle in the ATL played and value to determine what you got from this crafty merchant.

ATL 1 - 50 GP ATL 3 - 150GP ATL 5 - 250 GP ATL 7 - 350 GP ATL 9+ - 450 GP
Pin Brooch Ring Amulet Bracelet Circlet

Value: Variable

Charges: N/A

Tradable: Yes

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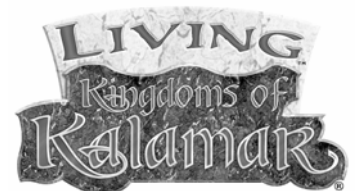
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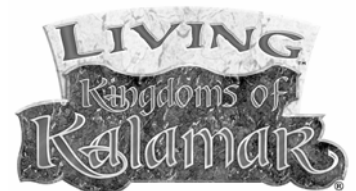
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Pin Brooch Ring Amulet Bracelet Circlet

Value: Variable

Charges: N/A

Tradable: Yes

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Hippogriff Egg

This small dirty oblong ball is actually an egg of a hippogriff, given to you for your assistance in finding the young son of Stormbringer. There are several things that you can do with it.

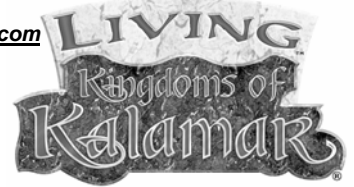
1. Scrambled Eggs – If mixed with some green peppers and a dash of salt, it would taste pretty good!
2. Sell it – If undamaged, you can sell it on the open market for up to 1,000 Victories
3. Hatch it, Raise it, Make it a Friend – This is going to take a while:
 - a. You have to hatch it. This requires 4 non-consecutive NAA's. The NAA's must take place in a series of 10 NAA's though and cannot be spread farther apart than that.
 - b. You have to raise it. Besides the fact that there are not many places in Bet Rogala to raise a hippogriff you also have to feed the voracious beast.
 - i. 10 GP per scenario for food/shelter. You can spend more if you want!
 - ii. 1 NAA every 4 scenarios to denote the time you are spending with it to bond and train it. (You should have Handle Animal as a skill, and if not you should get it!)
 - iii. Total Raising/Training Time – 6 NAAs total.
 - c. Once raised you have to insure that it is trained so that it can become a mount/animal companion. Take the amount of money that you have spent on your feathery friend and divide it by 10. This is the bonus to your Handle Animal skill check. If you make a DC 25 skill check, then you have a boon companion. If you fail, then you can spend another NAA and try again. You can retry this up to three times. If you fail on the third attempt, then your hippogriff has escaped and you never see him again. Otherwise you have a standard hippogriff per the MM as a friend and companion.

Circle which option you choose from the choices above. If you choose option 1, email Alana.joli@kenzerco.com and let her know how you liked your omelets.

Value: 1,000 Victories

Charges: N/A

Tradable: Yes



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