

The following "Living Kingdoms of Kalamar" character known as

has received during

Gahida's Pleasure – Track A

Elixir of Fire Breath

This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Value: 1,100 Victories

Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Gahida's Pleasure – Track A

Potion of Cure Moderate Wounds

Black viscous liquid resides in a small metal potion vial. When opened and the vapors are inhaled you immediately think of wet dog hair. However you have been assured that this is a healing potion. You are just not certain what race would produce such a foul smelling concoction. Probably the hobgoblins. They would like something like this.

Value: 300 Victories

Charges: N/A

Tradable: Yes

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Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Potion of Cure Moderate Wounds

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Value: 300 Victories

Charges: N/A

Tradable: Yes

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Mithril Shirt

It is simply amazing how light and supple the chain feels beneath your fingers. Almost like silk as it slides through your hands, across your arms, and then over your shoulders. More amazing still is the sound that it makes as it settles on your form. None. Not a single jingle of link against link rings out as your marvel at your find. This shirt in all ways conforms to the Mithril Shirt listed in the DMG.

Value: 1,100 Victories

Charges: N/A

Tradable: Yes

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Arrows +1

The fletching on these arrows are green and red, possibly from a peacock or some other exotic bird. There are twenty arrows in the quiver.

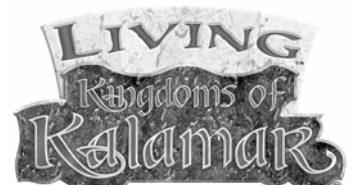
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Value: 40 Victories each

Charges: 20

Tradable: Yes

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Wand of Cure Light Wounds

This thin wand of sandalwood bears etching that when translated reads "Glory to the Light of the Eternal Lantern". The small diamond on the end of the wand is slightly cracked, as though it has seen some use. This wand starts out with 22 charges.

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Value: 15 Victories each

Charges: 22

Tradable: Yes

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Gahida's Pleasure – Track A

Potion of Expeditious Retreat

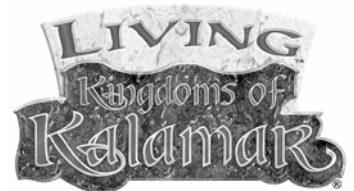
Small wings are etched into the side of the potion bottle, giving you a clue as to the function of this bright orange liquid. The fact that it tastes like horse dung and old nails leads you to believe that someone has a sense of humor.

Value: 300 Victories

Charges: N/A

Tradable: Yes

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Chest of Holding

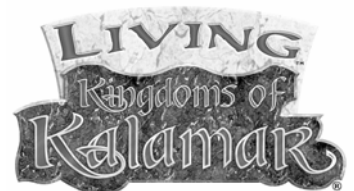
This small chest is only six inches tall, one foot wide, and one foot deep. Carved on the lid of the chest is the depiction of a box inside a box. This item acts in all respects as a bag of holding, type I except that it is in chest form.

Value: 2,500 Victories

Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Gahida's Pleasure – Track B

Appreciation of Zenith

This favor shows just how far the reach of the College of Magic extends. It counts as TWO favors when used to create magic items or for other "favor based" meta-organizational benefits. It works with any of the Living Kingdoms of Kalamar Meta-Organization as the College of Magic takes care of the costs involved with calling in the favors.

Value: N/A

Charges: N/A

Tradable: No

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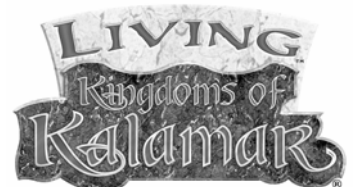
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Charges: N/A

Tradable: No

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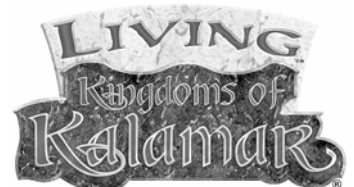
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