The following "Living Kingdoms of Kalamar" character known as has received during Kafen's Heroes What a Haul! While in the vault of the Tokite treasury, you managed to liberate several pieces of magical jewelry. In thanks for your efforts above and beyond the call of duty, the Crown and the Gray Legion have allowed you to keep a portion of this treasure for your personal use. Mark the ATL at which you played this module, then select and circle one item from the list that follows that ATL. (You may select an item from a lower ATL if you so desire.) All items are from the Dungeon Master's Guide. ATL 1-3 Ring of Protection +1 Ring of Climbing Bead of Force Gloves of Dexterity +2 ATL 5-7 Periapt of Wisdom +2 Headband of Intellect +2 ATL 9 or higher Ring of Energy Resistance, Minor Necklace of Adaptation Pearl of Power 3rd Level This item is not altered by rising in level; it can only be changed through Magic Item Creation rules or altered by certed favors. Trading this item to a higher or lower level character does not change the enchantment. Value: Variable Charges: N/A Tradable: Yes Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company. Living Kingdoms of Kalamar and the Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company. © 2004 Kenzer & Company, Inc. All Rights Reserved The following "Living Kingdoms of Kalamar" character known as

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ATL 1-3	Ring of Protection +1 Ring of Climbing
	Bead of Force
ATL 5-7	Gloves of Dexterity +2
	Periapt of Wisdom +2
	Headband of Intellect +2
ATL 9 or higher	Ring of Energy Resistance, Minor
	Necklace of Adaptation
	Pearl of Power 3rd Level

This item is not altered by rising in level; it can only be changed through Magic Item Creation rules or altered by certed favors Trading this item to a higher or lower level character does not change the enchantment.

Value: Variable

Charges: N/A





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	Wh	at a Haul!	
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ATL 1-3	Ring of Protection +1 Ring of Climbing Bead of Force		
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		changed through Magic Item Creation rules on es not change the enchantment.	or altered by certed favors. Religions of
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The following "Living Kingdoms of Kalamar" character known as	
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Jace Earring Due to your phenomenal success at the task given to you by the Gray Legion, they have awarded you singe Jade Earring of somewhat shapeless nature. Assured that it is not a tracking device and is solel, the purpose of allowing you to contact them immediately should you have information for them, the ear on be used once per day to cast a sending spell to any person whose name you know. You are given to value: Value: Image: Indextor Image: Mathematication of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Company, Inc. All Rights Reserved.	y for rring
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The following "Living Kingdoms	s of Kalamar" character known as
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Bran is a human (Kalamaran/Tokite) male from Bet Se	der, affiliated with (though not a member of) the Bet Seder res Guild.
Requirements: Charisma 12 or	maran, Merchant's Tongue higher: 2 or more ranks in appraise dlord or Risk), Infiltrator, Rogue, Sorcerer Tradable: no
Kingdoms of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kenzer & Com Living Kingdoms of Kalamar logo are trademarks of Kenzer & Company. © 2004 Kenzer & Company	apany. Living Kingdoms of Kalamar and the
The following "Living Kingdoms	s of Kalamar" character known as
has received during	Kafen's Heroes
Though rescued by the Gray Legion, you now bear the marks of chain links. In addition, you must always carry a light red packe freed slave rather than an escaped slave. Although the Gray Le and return all of your gear, the cost of this excursion places you	region was able to secure your legal freedom in the eyes of Pekal in their debt at a rate of 100 gp per your character level at the time to must be made at a rate of at least 25 gp per NAA until the debt Tradable: n/a apany. Living Kingdoms of Kalamar and the
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Slave of kalamar and the Kingdoms of Kalamar logo are trademarks of Kenzer & Company. 0 2004 Kenzer & Company. 0 2004 Kenzer & Company. December of Kenzer & Company. 0 2004 Kenzer & Company. December of Kenzer & Com	ng been made a slave. Both of your ankles are tattooed with pers, known as "walking papers," to prove that you are a vas able to secure your legal freedom in the eyes of Pekal sir debt at a rate of 100 gp per your character level at the time to be made at a rate of at least 25 gp per NAA until the debt Tradable: n/a ing Kingdoms of Kalamar and the
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Slave of K Though rescued by the Gray Legion, you now bear the marks of having the difference of the second state of the sec	ng been made a slave. Both of your ankles are tattooed with pers, known as "walking papers," to prove that you are a vas able to secure your legal freedom in the eyes of Pekal sir debt at a rate of 100 gp per your character level at the time to be made at a rate of at least 25 gp per NAA until the debt Tradable: n/a ing Kingdoms of Kalamar and the
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Slave of Kalamar and the Kingdoms of Kalamar logo are registered trademarks of Kalamar logo are trademarks of Kalamar logo are registered trademarks of Kalamar logo are trademarks of Kenzer & Company, Inc. All	Ing been made a slave. Both of your ankles are tattooed with pers, known as "walking papers," to prove that you are a vas able to secure your legal freedom in the eyes of Pekal sir debt at a rate of 100 gp per your character level at the time to be made at a rate of at least 25 gp per NAA until the debt Tradable: n/a ing Kingdoms of Kalamar and the

The following "Living Kingdoms of	Kalamar" character known as
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Wantedia Through your actions, you have angered the Tokite gov beyond forgiveness. You have been marked as a wanter in for a 500 gp reward. This cert imposes a -5 penalty to the for a 500 gp reward. This cert imposes a -5 penalty to the formation of the formation	ernment almost beyond reason, and certainly ed criminal, and any person in Tokis can turn you o all Charisma based skills in Tokis. Tradable: n/a Living Kingdoms of Kalamar and the
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