



Unguarded Hoard

Lands of Mystery

A Living Kingdoms of Kalamar
Retail Adventure Adaptation
by LKoK Staff 2006

What is a Living Kingdoms of Kalamar Retail Adventure Adaptation?

An adaptable adventure is an adventure that is sold through Kenzer and Company and, in combination with its adaptation documentation, is played within the Living Kingdoms of Kalamar campaign environment. These are special “bonus” adventures designed to increase play opportunities, offer extra gold and experience, and allow exploration of other lands within the continent of Tellene and the Kingdoms of Kalamar Campaign Setting™. Due to this ideology, the adapted adventures sort of exist outside of the current continuity of the Living campaign, in that the plot of an adapted adventure does not have any significant impact on the plot, timeline, or continuity of the standard Living Kingdoms of Kalamar adventures, yet the experience and treasure earned in an adaptable is retained just as though it were a standard Living adventure.

No ordering or reporting of a Living Kingdoms of Kalamar adaptable adventure is required. If you own the adventure, have a copy of its adaptation documents, and four to six players, you are ready to run an adapted adventure.

Many times the challenges presented within the adaptation will seem quite difficult. Thus it is strongly suggested that a full table of six players be used when playing an adapted adventure. Also, the rewards for overcoming these challenges are a bit better than what is usually found in the standard adventures, so the increased challenge is not without merit.

What’s in an Adaptation?

This is the **Adaptation** document, which details each encounter found in the adventure and any changes made to them to allow play within the Living Kingdoms of Kalamar play environment. NPC and Monster information may be found in the **Encounter** document for this adventure. (For this adventure, the **Encounter** document is included at the end.) Campaign certificates may be found in the **Cert** document for this adventure.

Calculating Average Table Level (ATL)

LKoK uses Average Table Level (ATL) rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. In order to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party’s ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later to determine what level of encounters the PC’s will face.

ATL_____

About Unguarded Hoard

This is an exploratory/mini-dungeon crawl type of adventure. It generally requires between 4 to 6 hours for completion, though different groups may play and move through the adventure at varying speeds.

Scaling this adventure for different ATL's:

The number of enemies in each encounter is consistent for every ATL; only the difficulty and number of encounters increases. A copy of the Monster Manual may be required for some of the encounters as will a copy of the Dungeon Master's Guide.

How to use this document:

All important information and treasure is listed by encounter, and experience is calculated at the end of the document. Additionally, all certs are listed with location and gp value.

There are many changes to the amount and type of treasure that characters may find. The only treasures listed in this document are those items that would have some material value if sold to NPCs and would not disrupt the campaign economy. If an item appears in the adventure, but is not in this document, then the characters should not discover it. Every effort has been made to make this document as inclusive as possible, but it should be understood that some treasures are far too valuable and/or powerful to be included in the Living campaign environment.

Encounter Adaptations for *Unguarded Hoard*

Introduction

If possible, the judge should get copies of the PC's character sheets in order to present the adventure in the best way possible. If this is not an option, or there is not enough time to get a copy of their character sheets, then it is suggested that the judge use DMG Tables 4-12 through 4-22 to find suitable counterparts.

Background

As described.

Adventure Synopsis

As described.

Adventure Hooks

This adventure takes place in Svimohzia. How the PCs arrive in Svimohzia (and the implications of such a trip) is up to the judge, as long as the trip is uneventful and completely roleplaying flavor. The Adaptable Director suggests simply overlooking such details for the sake of expediency and to get to the heart of the adventure, but for those who appreciate travel plot hooks, you could have a Svimohzish sea merchant require the services of the PCs in exchange for a free round-trip vacation to the city of Bronish.

Note that the dragon Rhingoryx is well known throughout Bronish, and the PCs may learn some of the history of

Bronish and the gold dragon before they arrive due to their travel to Svimohzia.

During their time in Bronish, the PC's may purchase any non-restricted item listed in the Player's Handbook v.3.5 (Core Rulebook I) and the Kingdoms of Kalamar Player's Guide, as well as any Svimohzish flavored items out of Goods and Gear. There are no magical items available for purchase, but the vendors may try to make the PC's believe their wares are magical.

Once in Bronish, the judge should use Adventure Hook 1, a halfling named Nolan is seeking adventurers to deliver a message to the city guardian, and the PC's seem likely candidates for the job. This takes place during...

The Proposition

Note that Nolan does not reveal too much information, and that the message is sealed with wax inside a scroll tube. Payment is 20 gp per person. A Diplomacy check may increase the amount of payment as follows (one PC makes a single check, no aiding allowed):

- DC 10: 25 gp
- DC 15: 30 gp
- DC 20: 35 gp
- DC 25: 40 gp
- DC 30: 45 gp
- DC 35: 50 gp

The judge may give circumstance bonuses for good roleplaying on the player's behalf, but remember the job is to simply deliver a message to a friendly (but powerful) dragon.

If the PC's agree, Nolan provides a small map (located on page IQ16 in the ImageQuest of the adventure), as well as a brief description of the entrance to the dragon's lair (covered in the **Dragon's Lair** encounter on page 48 in the adventure).

A guide is provided at no charge if the PC's request one, as written in the adventure.

No details about the contents of the message are given, and the only way for the PC's to discover what the message says is to break open the seal, as Nolan will not divulge that information.

The Merry Merchant

The stats regarding the strongbox of The Merry Merchant are as written and it contains the following instead of what is listed:

- 528 cp, 113 sp, 134 gp (the coin earned by the tavern)
- a masterwork kama (certed)
- a leather bag holding 800 gp worth of jewelry wrapped in silk (belonging to Verlo's late wife)
- a man's wedding ring (belonging to Verlo, who cannot bring himself to part with it, certified)
- a *Potion of Invisibility* (certed)

The Sea Breeze

The stats regarding the strongbox of The Sea Breeze are as written and it contains the following instead of what is listed:

- 258 cp, 94 sp, 89 gp (the coin earned by the tavern that week)
- 335 gp worth of jewelry
- a *Scroll of Cure Light Wounds* (certed)
- a *Scroll of Hold Person* (certed)

The Trek to the Cave

The number of enemy encounters faced depends on ATL:

- ATL 1-3: Brigands
- ATL 5-7: Brigands and Hobgoblins
- ATL 9: Brigands, Hobgoblins, and Lizardfolk

The pilgrims are encountered at all ATL's. See the **Encounters** document for combat statistics. The pilgrims should be encountered first, and they are completely naïve and oblivious to the dangers of traveling the Dragon Road. If the PC's offer their protection, the pilgrims are unable to offer anything but their gratitude for the safe journey. If the PC's accompany them anyway, they have found a way to gain bonus experience at the end of the adventure. The bonus experience is directly tied to the number of pilgrims that survive the trip, so the judge should feel free to describe the pilgrim's helplessness during the following combat encounters and make them out to be in need of constant protection.

Brigands

This encounter occurs during the day while on the road in the Whisvomi Forest. Remove the 11 gp and instead add 19 gp to the group's treasure. They appear at all ATL's. Stats and possessions are listed in the **Encounters** document.

Hobgoblins

This encounter occurs during the day while on the road near the edge of the Whisvomi Forest. They only appear at ATL's 5-9. Stats and possessions are listed in the **Encounters** document.

Lizardfolk

This encounter occurs at night during first watch when camped in the Whisvomi Hills. These lizardfolk are flesh-eaters and are on the hunt. Should six or more of their numbers fall during combat, the rest flee. They only appear at ATL 9. Stats and possessions are listed in the **Encounters** document.

Pilgrims

These are true commoners who cower and huddle together during combat, offering whatever they can to their enemies so long as it will keep them alive and together as a family. The judge should not make them automatic targets in every encounter, but make sure the PC's understand that the enemies do threaten them by having one or two run up to the family and then "miss" with their attack. Allow the PC's to truly play the heroes

they are meant to be and rescue the family from certain death. ☺

Of course, if the PC's do not move to save or protect the family, the judge should also feel free to begin really attacking them (especially with the lizardfolk, who are true savages), and hindering the amount of bonus experience the PC's potentially earn.

Dragon's Lair

The dead hobgoblin's possessions are the same as those for the hobgoblins found in the encounter for **The Trek to the Cave**.

A Surprise Encounter

Here is where the judge will use either the character sheets of the PC's or the supplemental adventuring party listed in the **Encounters** document. The adventuring party that has arrived to steal the dead dragon's hoard is meant to be identical in skill and strength to the PC's, but they have hired two Men-at-Arms NPC's to help haul the treasure out of the cave. The judge should enjoy running less scrupulous versions of the PC's against them, and the PC's should get a taste of how powerful they really are. This adventuring party is interested only in obtaining the treasure for themselves and they aren't interested in splitting the hoard or parleying, and will only surrender or flee if the battle turns hopelessly against them. In most cases, their alignments should be non-good, perhaps even evil. Should this result in a mechanics problem (such as one of the PC's is a paladin, and thus there is

no easy way to justify a non-good paladin), the judge may replace that character with a comparable one from the supplemental adventuring party listed in the **Encounters** document.

If the judge uses the supplemental adventuring party instead of the PC's, it is recommended that the two parties be equal in number before adding the Men-at-arms, i.e. if there are four or five PC's, then there should be four or five opponents of equivalent classes plus the two Men-at-Arms. If there are six PC's, then the full supplemental adventuring party plus the two Men-at-Arms should be used.

Have fun with this encounter, as it allows for an answer to the question of who would beat who in a fight. ☺

The Dragon's Pet

Stats are listed in the **Encounters** document. If a PC makes a DC 24 Knowledge: Arcana check OR can make two Knowledge: Monsters checks (the first at DC 20, the second at DC 25; the second check is made only if the first succeeds), then the PC identifies the creature as a rock serpent and recalls that the brain of a rock serpent can be used to make a ring of spell storing. They earn the **Brain of a Rock Serpent** cert. These checks may be aided. If any PC decides to take the creature with them back to Bronish or even Pekal, there are people able to identify the creature for them.

Main Chamber

The answer to the riddle must be spoken in Low Elven. The judge is encouraged to only accept the answer as it is written in the adventure (this is a dragon's hoard, after all), but it is up to the judge's discretion whether or not a particular answer is acceptable. Also, the PC's should not take overly long at trying to solve this riddle, as the dragon's mate will return soon enough. Fifteen to twenty minutes, depending on how long the adventure has taken so far to run, should be plenty of thinking time. During this time, Dharingaryx arrives in bird form, flitting about the cave being a bird while observing the PC's. Encourage them to role-play among themselves and have Dharingaryx listen to their conversation to determine their intentions. Any comments about the treasure not being their purpose causes her to fly out of the cave, and the judge should move to **The Return of the Mate**. If the PC's manage to solve the riddle, move to **Winning the Hoard**. If the PC's do not manage to solve the riddle and sufficient time has passed or time is short, then move to **The Return of the Mate**, but Dharingaryx is more cautious and questions the PC's to determine their intentions.

Winning the Hoard

Should the PC's solve the riddle and open the door to Rhingoryx's hoard, the judge is encouraged to describe the riches that lay within as they are listed in the adventure, but the PC's are encouraged to pick out items pictured in the ImageQuest illustration for their description. Allow each PC to pick one item pictured and

a bit of time for them to revel in their findings, as the dragon's mate, Dharingaryx, returns shortly after the PC's gain entrance to the hoard.

Should the PC's take too long in their attempt to solve the riddle (or give up for any reason), Dharingaryx will show up to enquire of what they are doing there.

The Return of the Mate

Dharingaryx wants to gauge the PC's and determine their intentions. If the PC's treat her in a friendly manner, she asks them for their aid (as written in the adventure). If the PC's reveal they defended the hoard from would-be thieves, she reveals her true form and offers the PC's rewards.

ATL's 1 - 3

Each PC may choose to accept 500 gp OR one of the following certified items:

- Potion of Cure Moderate Wounds x2
- Potion of Haste
- Potion of Enlarge Person
- Potion of Spider Climb
- Winter's Fang (+1 Dagger)

ATL's 5-7

Each PC may choose to accept 1000 gp OR one of the following certified items:

- Potion of Cure Serious Wounds x2
- Potion of Haste

- Potion of Barkskin +3
- Ring of Feather Falling
- Winter's Fang (+1 Dagger)

ATL 9

Each PC may choose to accept 1500 gp OR one of the following certed items:

- Potion of Cure Serious Wounds x 2
- Ring of Feather Falling
- Ring of Sustenance
- Periapt of Health
- Winter's Fang (+1 Dagger)

All the PC's gain the ***Spirit of Rhingoryx*** cert regardless of ATL.

If instead the PC's think to kill Dharingaryx and keep the hoard for themselves, warn them that this would be considered a very evil act and would result in a one-step alignment shift towards evil just for attacking, and a complete shift to evil if they succeed in killing Dharingaryx. This is due to not only leaving Bronish unguarded, but also due to the severe disruption of power struggles not only in Rhingoryx's lands, but Dharingaryx's lands as well. This would result in a great amount of suffering, violence, and shifts in political and natural boundaries across a widespread area. To do such a thing is an act of unspeakable evil that has not been seen in a very long time, and as such justifies a complete shift in alignment to evil, even if the PC is of

good alignment (and really, a good character should not even begin to approach such thoughts in the first place!)

If despite such warning the PC's continue with their attack, then pull no punches. Dharingaryx will do everything in her power to destroy these despicable, greedy, traitorous deceivers, but she is smart enough to know she can best these wretches when at full strength and will retreat if things get very dire. If she does retreat, extend the adventure just long enough for her to recover back to full strength and then have her hunt them down and obliterate the PC's. She will even follow them back to Pekal if necessary to exact her vengeance.

Concluding the Adventure

The PC's are welcome to give Dharingaryx the message they were sent to deliver, at which time the PC's will learn its contents if they did not already break the seal and read it themselves. Dharingaryx takes up Rhingoryx's protection of the city, and entreats the PC's to deliver a message to the Bronish Council of Seven stating as such, as well as authenticating the PC's actions in defending Rhingoryx's hoard. The PC's return to Bronish and the Council declares them minor heroes, with a day of celebration being held in their honor. This is followed by a week of mourning at the loss of Rhingoryx, and then a week of celebration in honor of their new guardian Dharingaryx. After all of this, the PC's then return home to Pekal. During their time in Bronish, the PC's may purchase any non-restricted item listed in the Player's Handbook v.3.5 (Core Rulebook I) and the Kingdoms of

Kalamar Player's Guide, as well as any Svimohzish flavored items out of Goods and Gear. There are no magical items available for purchase, but the vendors may try to make the PC's believe their wares are magical.

Thus ends **Unguarded Hoard**

Experience Rewards

<u>Experience Points</u>	<u>Tier 1</u>	<u>Tier 2</u>	<u>Tier 3</u>
The Proposition:			
Not committing any crimes while in Bronish (Including but not limited to robbing the tavern strongboxes)	80 xp	100 xp	120 xp
The Trek to the Cave:			
Defeating the Brigands	30 xp	50 xp	70 xp
Defeating the Hobgoblins	30 xp	50 xp	70 xp
Defeating the Lizardfolk	30 xp	50 xp	70 xp
Dragon's Lair:			
Defeating the adventuring party	160 xp	260 xp	360 xp
Defeating the rock serpent	50 xp	70 xp	90 xp
Solving the riddle	50 xp	70 xp	90 xp
Being friendly to Dharingaryx	50 xp	70 xp	90 xp
Discretionary Experience for Role Playing			
	120 xp	180 xp	240 xp
Total:	600 xp	900 xp	1200 xp
Bonus Experience:			
<u>This experience is awarded in addition to the experience above.</u>			
One Pilgrim survived	25 xp	50 xp	75 xp
Two Pilgrims survived	50 xp	100 xp	150 xp
Three Pilgrims survived	75 xp	150 xp	225 xp
All Pilgrims survived	100 xp	200 xp	300 xp
No Pilgrims survived	-200 xp	-300 xp	-400 xp
Total Possible Experience:	700 xp	1100 xp	1500 xp

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

“Eating” this adventure

A judge who “eats” this adventure (judges the adventure without playing it first) receives the Total Possible Experience Reward according to their character’s tier at the time of running the adventure. They also receive the following gp reward according to their character’s tier:

Tier 1	Tier 2	Tier 3
200 gp	400 gp	600 gp

A judge may only receive these rewards for this adventure once, and both rewards must go to the same character. Once a judge has prepared and/or “eaten” this adventure, they are no longer allowed to play it within the RPGA campaign, but they may judge it as many more times as they wish. There are no additional character rewards for judging the adventure more than once.

Encounters

Halfling Family Small-size Halfling x4 Commoner1

Hit Dice: (1d4)
Hit Points: 4, 4, 4, 4
Initiative: +1
Speed: Walk 20 ft.
AC: 12 (flatfooted 11, touch 12)
Face / 5 ft. / 5 ft.
Reach:
Special +1 racial bonus on all saving throws,
Qualities: +2 morale bonus on saving throws
against fear
Saves: Fortitude: +1, Reflex: +2, Will: +1
Abilities: STR 8 (-1), DEX 12 (+1),
CON 10 (+0), INT 10 (+0),
WIS 10 (+0), CHA 10 (+0)
Challenge 1/2
Rating:
Alignment: Neutral Good

Fighters Medium-size Male Human x3 Fighter1

Hit Dice: (1d10)
Hit Points: 10, 10, 10
Initiative: +0
Speed: Walk 20 ft.
AC: 18 (flatfooted 18, touch 10)
Attacks: *Longsword +3
Damage: *Longsword 1d8+1
Face / 5 ft. / 5 ft.
Reach:

Special Qualities:

Saves: Fortitude: +2, Reflex: +0, Will: +0

Abilities: STR 12 (+1), DEX 10 (+0),
CON 10 (+0), INT 10 (+0),
WIS 10 (+0), CHA 10 (+0)

Feats: Armor Proficiency (Heavy), Armor
Proficiency (Light), Armor Proficiency
(Medium), Martial Weapon
Proficiency, Persuasive, Run, Shield
Proficiency, Simple Weapon
Proficiency, Tower Shield Proficiency,
Weapon Focus (Longsword)

Challenge 1

Rating:

Alignment: True Neutral

Possessions: Banded Mail; Longsword; Heavy Wooden Shield

Rogues

Medium-size Male High Elf x4 Rogue1

Hit Dice: (1d6)-1

Hit Points: 5, 5, 5, 5

Initiative: +2

Speed: Walk 30 ft.

AC: 14 (flatfooted 12, touch 12)

Attacks: Dagger +0; Dagger (Thrown) +2;
*Shortbow +2

Damage: Dagger 1d4; Dagger (Thrown) 1d4;
*Shortbow 1d6

Vision: Low-light

Face / 5 ft. / 5 ft.

Reach:

Special Qualities: +2 racial saving throw bonus against enchantment spells or effects., An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it., Immunity to magic sleep effects., Sneak Attack +1d6, Trapfinding

Saves: Fortitude: -1, Reflex: +4, Will: +0

Abilities: STR 10 (+0), DEX 14 (+2), CON 8 (-1), INT 10 (+0), WIS 10 (+0), CHA 10 (+0)

Feats: Armor Proficiency (Light), Point Blank Shot, Simple Weapon Proficiency

Challenge 1

Rating:

Alignment: True Neutral

Possessions: Arrow x10; Leather Armor; Dagger x3; Shortbow

Hobgoblins

Medium-size Male UI-Karg Hobgoblin x8 Warrior1

Hit Dice: (1d8)+2

Hit Points: 8, 8, 8, 7, 6, 6, 6, 5

Initiative: +1

Speed: Walk 30 ft.

AC: 15 (flatfooted 14, touch 11)

Attacks: Javelin +2; *Longsword +2; ;

Damage: Javelin 1d6; *Longsword 1d8+1; ;

Vision: Darkvision (60')

Face / 5 ft. / 5 ft.

Reach:

Special

Qualities:

Saves: Fortitude: +4, Reflex: +1, Will: -1

Abilities: STR 13 (+1), DEX 13 (+1), CON 14 (+2), INT 10 (+0), WIS 9 (-1), CHA 8 (-1)

Feats: Alertness

Challenge 1/2

Rating:

Alignment: Lawful Evil

Possessions: Javelin; Longsword; Shield, Light; Studded Leather

Lizardfolk

Medium-size Male Lizardfolk x10 Humanoid2

Hit Dice: (2d8)+2

Hit Points: 16, 16, 15, 14, 14, 14, 13, 11, 10, 10

Initiative: +0

Speed: Walk 30 ft.

AC: 17 (flatfooted 17, touch 10)

Attacks: Javelin +1; *Bite +0; *Claw +2/+2; Club +2; Club (Thrown) +1; ;

Damage: Javelin 1d6; *Bite 1d4; *Claw 1d4+1; Club 1d6+1; Club (Thrown) 1d6; ;

Vision: Normal

Face / 5 ft. / 5 ft.

Reach:

Special Hold Breath (Ex), Humanoid Traits

Qualities:

Saves: Fortitude: +1, Reflex: +3, Will: +0

Abilities: STR 13 (+1), DEX 10 (+0), CON 13 (+1), INT 9 (-1), WIS 10 (+0), CHA 10 (+0)

Feats: Multiattack

Challenge 1

Rating:

Alignment: True Neutral

Possessions: Javelin x2; Club; Heavy Wooden Shield

Rock Serpent

Small-size Magical Beast

Hit Dice: 4d10+4 (26hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20ft, (4 squares), burrow 20 ft.

AC: 18 (+1 size, +1 Dex, +6 natural), touch 12, flat-footed 17

Base Attack/Grapple +4/+0

Attack: Disintegration ray +6 ranged touch (3d6) or tail slam +6 melee (1d3)

Full Attack: Disintegration ray +6 ranged touch (3d6) or tail slam +6 melee (1d3)

Space/Reach: 10 ft (coiled)/5 ft

Special Attacks: Eye ray

Special Qualities: Darkvision 60ft. scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 10, Dex 13, Con 13, Int 2, Wis 10, Cha 6

Skills: Hide +5, Listen +6, Spot +5

Feats: Alertness, Improved Initiative, Weapon Finesse

Environment: Warm and temperate underground

Organization: Solitary or pair

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Medium Size); 9-12 HD (Large)

Level Adjustment: -

Tactics Round-By-Round

Round 1: Use disintegration rays against nearest opponent or against opponent threatening dragon master (if any).

Round 2: Full attack against injured enemy; or used disintegration ray against enemy attacking with ranged weapon.

Round 3: Repeat from round 3, or flee if over half of its hit points are lost and there is no dragon master to protect.

The rock serpent is a rare, snake-like creature that is favored by certain dragons as pets and guardians for their lairs.

This mottled brown snake-like creature is typically 4 feet long. Amazingly, it has no mouth. Instead, it feeds by shooting a disintegration ray from (what appears to be) its nose slits to vaporize rocks. It then 'breathes' in the dust and gas through its skin for sustenance.

The most likely creatures to have a rock serpent as a pet are copper, gold, and silver dragons. This is partially due to the fact that they live in the mountains, where the rock serpent is commonly found, and partially because they do not mistreat their pets, like an evil dragon would. Though the creature only has animal intelligence, it is very loyal to its master.

Combat

A rock serpent typically fights only to defend its territory, fleeing when it loses half its hit points or more. However, a rock serpent befriended by a dragon will fight to the death to protect its master, its master's lair, or even its master's corpse.

Disintegration Ray (Su): The rock serpent's weapon is a 20-foot long disintegration ray that deals 3d6 points of damage at will (Fortitude DC 12 half). Otherwise, this works as the disintegrate spell.

On Tellene

Though the rock serpent has no treasure of its own, it often guards the hoards of dragons. *Svomihz wizards say that its brain can be used as a component when creating a ring of spell storing, which reduces the cost of the materials by 10,000 gp.*

The Adventuring Party

Ideally, you should make copies of your players' character sheets and pit them against themselves. Use their tactics against them and even use tactics they wouldn't use because of their good alignments.

The following "Living Kingdoms of Kalamar" character known as

has received during

Unguarded Hoard

Masterwork Kama

This kama shows signs of wear on the well-crafted handle, yet the blade still shines as though it were new. It is well balanced and probably very valuable to its owner both in monetary and sentimental worth. Resale Value: 151 Victories.

Value: 302 Victories

Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

has received during

Unguarded Hoard

Verlo's Wedding Band

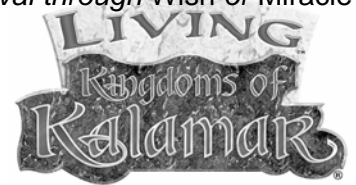
You have stolen a symbol of love in the eyes of the gods. In his grief, Verlo has cried out for justice and the gods have listened. You are now cursed to wear this ring, and nothing short of removing all your fingers and thumbs or a Wish or a Miracle spell cast by a 20th-level caster will remove the ring from your hand. Even if the fingers are removed and then re-grown/reattached, the ring reappears. This character takes a -4 penalty on attack rolls, saves, ability checks, and skill checks. Removal through Wish or Miracle turns the ring into an ordinary band of worthless brass.

Value: None

Charges: N/A

Tradable: No

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The following "Living Kingdoms of Kalamar" character known as

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Potion of Invisibility

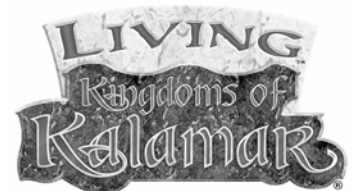
This vial appears to be empty, but when it is shaken, liquid can be heard sloshing around inside. The "liquid" has no smell, but it is thick and tastes like beef gravy. Caster Level 3rd, lasts for 3 minutes. Resale value: 150 Victories.

Value: 300 Victories

Charges: 1

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

has received during

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Scroll of Cure Light Wounds

Divine scroll, Caster Level 5th, 1d8+5 hit points. Resale value: 62 Victories, 5 Seefarths.

Value: 125 Victories

Charges: 1

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

has received during

Unguarded Hoard

Brain of a Rock Serpent

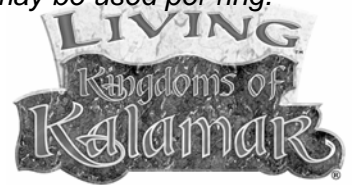
This small brain belonged to a Rock Serpent, a unique creature to Svimhozia who has a rather extraordinary method of eating. It has no mouth, but instead shoots a disintegration ray out of its nasal cavities at rocks and it then breathes in the dust and debris in the air to eat. Harvesting the brain of such a creature is quite useful to magic item creators, as it can be used as a component in making a Ring of Spell Storing, reducing the cost of the materials by 10,000 Victories. Only one brain may be used per ring. Resale Value: 5,000 Victories.

Value: 10,000 Victories

Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Unguarded Hoard

Potion of Cure Moderate Wounds

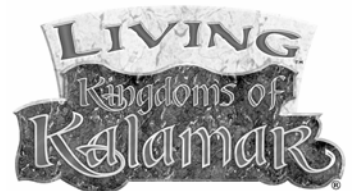
This vial contains reddish liquid that smells and tastes like cinnamon. Caster level 10th, 2d8+10 hit points. Resale Value: 500 Victories.

Value: 1,000 Victories

Charges: 1

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Unguarded Hoard

Potion of Haste

This vial contains a yellow liquid that smells of lemons and tastes like onions. Caster level 8th, lasts for 8 rounds. Resale value: 600 Victories.

Value: 1,200 Victories

Charges: 1

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Unguarded Hoard

Potion of Enlarge Person

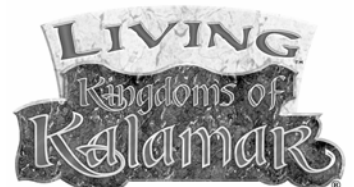
This vial contains a green liquid that smells and tastes like apples. Caster level 3rd, lasts for 3 minutes. Resale Value: 75 Victories.

Value: 150 Victories

Charges: 1

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Unguarded Hoard

Potion of Spider Climb

This vial contains a black liquid that smells like licorice and tastes like ashes. Caster level 3rd, lasts for 30 minutes. Resale Value: 150 Victories.

Value: 300 Victories

Charges: 1

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Unguarded Hoard

Potion of Cure Serious Wounds

This vial contains a blood red liquid that smells strongly of cinnamon and burns your throat as it goes down. Caster Level 15th, 3d8+15 hit points. Resale Value: 1,125 Victories.

Value: 2,250 Victories

Charges: 1

Tradable: Yes

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Potion of Cure Serious Wounds

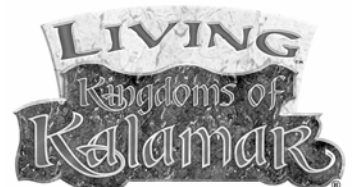
This vial contains a blood red liquid that smells strongly of cinnamon and burns your throat as it goes down. Caster Level 15th, 3d8+15 hit points. Resale Value: 1,125 Victories.

Value: 2,250 Victories

Charges: 1

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

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Unguarded Hoard

Potion of Barkskin +3

This vial contains a dark-coloured liquid that smells of pine and tastes of acorns. Caster Level 6th, lasts for 60 minutes. Resale Value: 300 Victories.

Value: 600 Victories

Charges: 1

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

has received during

Unguarded Hoard

Ring of Feather Falling

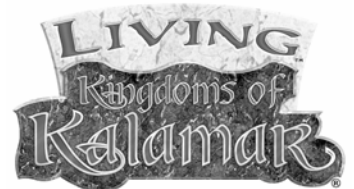
This ring is crafted with a feather pattern all around its edge. It acts exactly like a Feather Fall spell, activated immediately if the wearer falls more than 5 feet. Resale Value: 1,100 Victories.

Value: 2,200 Victories

Charges: N/A

Tradable: Yes

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The following "Living Kingdoms of Kalamar" character known as

has received during

Unguarded Hoard

Ring of Sustenance

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for one adventure before it begins to work. If it is removed, the owner must wear it for another single adventure to re-attune it. Resale Value: 1,250 Victories.

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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Unguarded Horde

Periapt of Health

The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.
Resale Value: 3,750 Victories

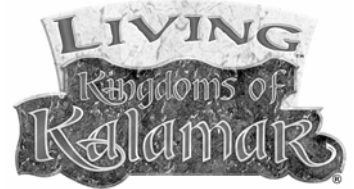


Value: 7,500 Victories.

Charges: N/A

Tradable: No

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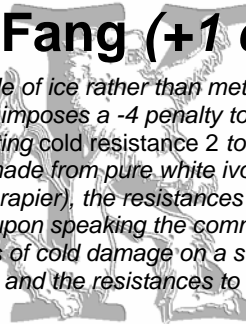
The following "Living Kingdoms of Kalamar" character known as

has received during

Unguarded Horde

Winter's Fang (+1 dagger)

The translucent blade of this dagger appears to be made of ice rather than metal. It is cold to the touch, and a glove must be worn to wield the weapon proficiently (failure to wear a glove imposes a -4 penalty to hit). Strangely, the cold nature of the weapon also provides some protection against similar damage, granting cold resistance 2 to the wielder. The hilt seems to be steel, though it has been painted a glossy light blue. The scabbard is made from pure white ivory, encrusted with sapphires and etched with silver. If this dagger is paired with **Winter's Bite** (its matching rapier), the resistances stack and the magic of both weapons is fully unleashed. Both weapons gain the Frost ability, which upon speaking the command word "Blizzard" in Low Elven, sheathes both weapons in icy cold. They both deal an extra 1d6 points of cold damage on a successful hit. Both weapons must be drawn and wielded by the same person for the Frost ability to work and the resistances to stack.
(4151 Victories if sold)



Value: 8,302 Victories

Charges: N/A

Tradable: Yes

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A judge who "eats" Unguarded Hoard receives a Spirit of Rhingoryx certificate.

The following "Living Kingdoms of Kalamar" character known as

has received during

Unguarded Hoard

Spirit of Rhingoryx

You have defended the great gold dragon Rhingoryx's hoard from would-be thieves. In gratitude, he has suffused his spirit with your own, bestowing good luck upon you. This good luck is shown in one of two ways:

1) Once per adventure, the above-named character may re-roll any one failed attack roll, saving throw, or skill check. The second roll must be accepted regardless of success or failure, and it cannot be used to confirm a critical hit.

2) Once in the above-named character's entire adventuring career, they may call on the power of Rhingoryx to rescue them. On a failed saving throw in which the result is the character's immediate death, you may instead cross out this option and treat the failed save as a roll of a natural 20. You may choose this option even if you chose option 1 and still failed. No other effect is added other than treating the roll as a natural 20.

Value: None

Charges: N/A

Tradable: No

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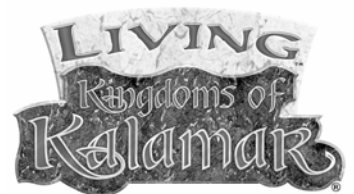
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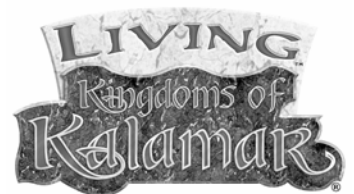
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