

## Living Kingdoms of Kalamar Guide for “Eating” Events Experience and Gold

“Eating” is defined as: judging a sanctioned event before playing it. The judge may not gain the xp/gp for “eating” if he has played the event. Additionally, the judge only gains these awards one time per event. The judge does not gain any certificates, only experience and gold.

There are four types of events in Living Kingdoms of Kalamar:

### Normal Adventure

These are events available through the RPGA website. These awards are per round, generally determined to be a 4-hour block of time.

	<u>XP</u>	<u>GP</u>
1. LKOK1 - LKOK4	200	200
2. LKOK5 - LKOK18	400	200
2. LKOK19 - LKOK34	400 or 800	200
3. LKOK35+	500 or 1000	200 or special

If there is a choice between two different numbers, that means the judge can apply experience to a specific character. If the character is 1st, 2nd, 3rd, or 4th level, then the judge gains the first number. If the character is 5th or higher, then the judge gains the second number. Gold must also be given to the same character.

Where “special” is indicated, unless the adventure text specifically indicates otherwise, the judge gains 200 gp.

### Mini Adventure

These are short adventures found in commercial products that typically last 2 hours. The judge receives 200 xp and 50 gp for eating a Mini Adventure.

### Adaptable Adventure

These are retail adventures that have been adapted for use in Living Kingdoms of Kalamar.

	<u>XP</u>	<u>GP</u>
Invasion of Arun’Kid	300	150
Aldriv’s Revenge	600	300
Root of All Evil	600	300
Stand and Deliver	1200	400
Sometimes They Come Back	400	200
Temple of the Valiant	650	325
Temple of the Bronze Flame	400 or 800	300

Starting with Temple of the Bronze Flame, adapted adventures have tiered experience according to character level. It follows the same rules as above for choosing between the two awards.