

The following *Living Kingdoms of Kalamar* character known as

has received in the adventure ***Burial Mounds***

A POTION OF CURE LIGHT WOUNDS

Market Value: 50

Resale Value: 30

Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as

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A POTION OF BLUR

Market Value: 350

Resale Value: 175

Tradeable: Yes

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A POTION OF BLUR

Market Value: 350

Resale Value: 175

Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as

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A POTION OF SNEAKING



Market Value: 160

Resale Value: 80

Tradeable: Yes

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RING OF GARAK OKOG

The wearer of this ring must willfully choose to keep it. Once accepted, the ring can only be removed by a remove curse, limited wish, wish or miracle spell. After the ring has been accepted, the PC must make a Will save DC 13. The DC increases by +1 for fighters and rangers and +2 for barbarians. A failed Will save moves the PC's alignment one step closer to evil (thus a chaotic good character becomes chaotic neutral and a lawful neutral character becomes lawful evil). If a PC becomes evil, his character is removed from the campaign without exception. As an amendment to the core rules, a PC may willfully fail this saving throw if a neutral alignment would fit his new character concept. Barbarians are not allowed to rage during this saving throw. It takes place after the adventure has been completed and is considered meta-gaming.

Until the PC levels, the Ring of Garak Okog grants him the ability to rage as a barbarian of equivalent character level. This bonus stacks with a barbarian's class ability to rage so that a 1st level barbarian could rage twice a day. Once the PC levels, this ability is lost.

Once the PC reaches his next character level, he changes race to an Orc (a "common" orc as described in *Fury in the Wastelands: the Orcs of Tellene*). If the PC levels during *Burial Mounds* the change happens instantaneously. A transformed PC loses any ability score modifiers based on previous race and applies those of an Orc. Any bonus feats and skill points for being human are also lost. He may trade any and/or all of his current levels for an equivalent number of levels in Barbarian and that class becomes his new favored class. This trade also permits the changing of any and all feats and skills previously taken. This is of note as Orcs speak their own language and are considered illiterate regardless of class. To read and write, the appropriate amount of skill points must be spent. This new Orc PC has no memory of his former life, languages or history. Players are encouraged to develop a character around this idea of loss and the search for the past. In terms of game mechanics, the character is considered to have been an Orc from character creation and has no benefits of his previous incarnation. Once the change has happened, the PC can only regain his original form through a wish or miracle spell, but such a change does not restore any traded levels, skills or feats.

The Ring of Garak Okog may not be removed even after the change has happened without a remove curse, limited wish, wish or miracle spell. While worn, the transformed PC is considered to be an heir of Garak Okog by other common Orcs and gains a +4 racial bonus to all Charisma based skills when dealing with those of his race (but not other sub-breeds of Orc) and his Charisma is considered to be four points higher in terms of leadership when recruiting common Orc followers.

Please note that, although Orcs as a race are villainous, there are exceptions. This cert does not provide license to any player to violate the rules of the campaign in terms of inter-player combat or the rules of the RPGA and the ethics of good play. Likewise, although Hobgoblins are suspected of being sinister, some have proven their worth. Orc PCs are considered to be of a similar lot. Other PCs are not permitted to attack the player simply based on race. Race should be made known to the table immediately and if it is still an issue, players should change tables to accommodate as many players as possible.

Market Value: 50

Resale Value: 25

Tradeable: Limited

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