

## This Record Certifies that

ХP

FINAL XP TOTAL

Played by		
Player RPGA #		-
Has Completed		Home Region
Of Witches and Warlocks	Event:	Date:
A Regional Adventure	DM:	Dutc
Set in Keoland	Signature	RPGA
Cross out any game effects this character does not gain.  Notice of the Darkwatch: The PC has now met a member of the Darkwatch, and has left the following impression (Circle ONE):  Favorable: This PC willingly and nobly participated in the defense of Craufield. They also went out of their way to be heroic and openly shared information with (and was polite to) Sarick. Cannot be given to members of the Darkwatch.  Recognition: This PC willingly and adequately participated in the defense of Craufield. Sarick has also detected some hostility from this PC towards the Darkwatch. Cannot be given to members of the Darkwatch.  Unfavorable: The PC either did not aid in the Craufield investigation, did so grudgingly, or was openly belligerent and hostile towards Sarick. This PC's future actions will be tracked by the Darkwatch.  ARRESTED! The PC either dast ellegal or forbidden spells with abandon and/or was responsible for the destruction of property in Craufield. The PC must pay a fine of 100gp x Spell Level x APL, as noted in the "Other Gold Spent" box on this AR. If another PC at the table covers the fine, it should be noted on both ARs. If a PC cannot cover this cost, they must spend i TU for every 100gp that they are short [rounded up] working off their debt by helping to rebuild Craufield. Both the DM and the Player should contact the Keoland Metaorg and Regional Flavor PC at keoland, marf poc@yahoo.com with their version of the story so that an appropriate punishment/restitution can be made.  Influence w/Countess Lissen Rheyd (Power Rank: Noble. Political: Oeridian). See the Metaorg Book o for details, or contact the Keoland triad for further information. Frequency (Regional).  If a PC does not belong to any Keoish metaorgs, they may use this favor to cover the cost of any clerical spells of 3 <sup>th</sup> level or less used in this module, up to 500gp [note that healing in Keoland costs double PHB standard.] Influence used in this way is	creature into a Craufield resident. Keoland Metaorg and Regional Fl version of the story so that an app Gift of the Craufield Mages of the true cause of the trouble in Cr PC's Choice:  Istava will teach the P lower that is in the Co must be able to cast th Unknown, Illegal, or the Metaorg Book o o Istava will use the rese with even greater pow the casting: Weapon, The PC must then che only needs to pay the must have the gp avail Gift of Brathin Sigwal the Je available if the Mage Council has As special thanks for finding the to offer to create a commission piece designates [including metaorg me If a PC spends 500gp, that PC will with NPC members of the Royal:	Both the DM and the Player should contact the lavor PC at keoland marf_poc@yahoo.com with the topriate punishment/restitution can be made.  **Frequency: Regional: As special thanks for finding audield, Istava Lolian will offer the PC a one-time g.**C any one arcane [including bard] spell of 4th level cauncil Library, including Builder Book spells. The Fe espell at the time this is used. Spells that are Forbidden in Keoland are unavailable to the PC. Set contact the Keoland Metaorg PoC for details. Durces of the council to empower one magical item fer. The PC may choose ONE of the following items Armor, Shield, Cloak of Resistance, Ring of Protections either a + 1 to +2, or a +2 to +3 upgrade. The PC difference in cost between the old and new items, be able at the time this influence is used.  **welet** (Frequency: Adventure): [NOTE: This is only not been banned from Nimlee].  True cause of the trouble in Crauffield, Brathen will for the PC. He will create any jewelry piece the PC embership items] up to a value of 500gp.  **gain a +1 Diplomacy and Gather Information checiman ciers Guilds, as the PC eginanciers Guilds, as the PC eginanciers Guilds, as the PC engles of the item on both the AR and on their list of
Starting TU  Starting TU  I OT 2 TU  TUCost  TU Cost  TU Added TU Costs  APL 4, 6, and 8:  Cloak of Charisma +2 (Adventure (Regional); To Everburning Torch (Regional); To Everburning Torch (Regional); To Scroll of Stoneskin (Adventure APL 10:  [APL 4, 6, and 8 Items PLUS Chain shirt +2 (Adventure; DA Flaming short sword +1 (Adventure); DA Flaming short sword +1 (Adventure); Amulet of Natural Armor +3 (A Gloves of Dexterity +4 (Adventure); DA Fotion of Gaseous Form (Adventure); DA Flaming short sword +1 (Adventure); DA F	ure; DMG) Song & Silence [with ome & Blood) DMG) e; 7 <sup>th</sup> level caster; DMG)  [S] MG) Inture; DMG) Adventure; DMG) ture; DMG) enture; DMG) enture; DMG)	Lifestyle  None Standard (12 gp x TU) Rich (50 gp x TU) Luxury (100 gp x TU)  Lifestyle Cost Other Coin Spent  Total Coin Spent  Items Sold  Total Value of Sold Items
Starting XP  XP  XP  XP  XP   Scroll of Teleport (Adventure; Potion of Cure Serious Wound Ring of Mind Shielding (Adventure; Ring of Protection +3 (Adventure; Vest of Resistance +2 (Adventure; Vest of Resistance +2 (Adventure; APL 12: [APL 4, 6, 8, and 10 Items PLU] Mithril Chain Shirt +3 (Adventure; APL 12: [APL 4, 6, 8, and 10 Items PLU] Mithril Chain Shirt +3 (Adventure; APL 12: [APL 4, 6, 8, and 10 Items PLU]	g <sup>th</sup> level caster; DMG) ds (Adventure; DMG) enture; DMG) ure; DMG) ure; Tome & Blood)	Add ½ this value to your gp val  Items Bought  Total Cost of Bought Items

Play Notes: Gained a level Lost a level Ability Drained

Adventure Record#

ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

APL 4

max 675 xp; 600 gp

Died

Was raised/res'd Was reincarnated

- gift,
  - but

APL 6

max 900 xp; 800 gp

APL 8

max 1,125 xp; 1,250 gp

APL 10

max 1,350 xp; 2,100 gp

APL 12

max 1,575 xp; 3,000 gp

GP

Items Sold  Subtotal  GP Gained  GP Gained  Total Value of Sold Items  Add ½ this value to your gp value  Items Bought  GP Gained  GP Gained  GP Gained  Subtotal	□ None □ Standard (12 gp x TU) □ Rich (50 gp x TU) □ Luxury (100 gp x TU)	Starting GP
Total Coin Spent  Total Coin Spent  Items Sold  Items Sold  GP Spent  GP Spent  GP Gained  GP Gained	Lifestyle Cost	- GP
Total Value of Sold Items  Add ½ this value to your gp value  Tems Bought  GF  GP Gained		
+ GF  GP Gained  GF  Total Value of Sold Items  Add ½ this value to your gp value  Add ½ this value to your gp value  GP Gained  GP Gained  GF  GP Gained  GF  GP Gained	Total Coin Spent	GP
Total Value of Sold Items Add ½ this value to your gp value    GP Gained	Items Sold	Subtotal
Total Value of Sold Items Add ½ this value to your gp value  ### GP Gained  Items Bought  GP Gained  Subtotal		+ GP
Total Value of Sold Items  Add ½ this value to your gp value  ### GP  GP Gained  Items Bought  GF  Subtotal		- GP Gained
Add ½ this value to your gp value + GF  GP Gained  GF  Subtotal		GP
Items Bought GF Subtotal	Total Value of Sold Items	Subtotal
Items Bought GF Subtotal	Add ½ this value to your gp value	+ GP
Subtotal	r. n 1.	GP Gained
	Items Bought	GP
		Subtotal
		- GP
GP Spent		GP Spent
Total Cost of Bought Items	Total Cost of Bought Items	
Subtract this value from your gp value  FINAL GP TOTAL	Subtract this value from your gp value	



## This Record Certifies that

Played by

Player

RPGA#

Has Completed Of Witches and Warlocks

A Regional Adventure Set in Keoland And Become a Pawn of Nerull



Signature

Play	Notes

- ☐ Gained a level
- □ Lost a level
- ☐ Ability Drained
- **□** Died

Home Region

- Was raised/res'd
- Was reincarnated

Adventure Record#

593 CY

Event: \_\_\_\_\_ Date: \_\_\_

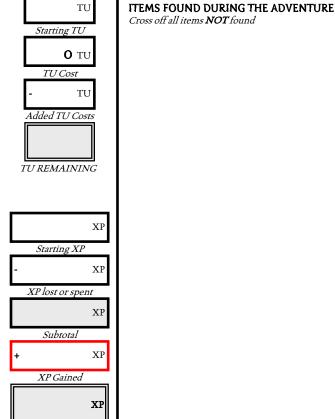
Lifestyle

DM:

Cross out any game effects this character does not gain.

RPGA#

▶ Pawn of Nerull: The PC has taken possession of a powerful weapon called Nerull's Gift. Being a highly intelligent and evil item, it has slowly taken control over the PC even if they are normally immune to mindaffecting effects. The PC's alignment has changed to CE and is now an agent for Nerull. The PC loses any class abilities that are not allowed to a CE character. If the PC was a cleric to another god, the PC is now a cleric of Nerull. The PC will lose access to the domains spells of her/his previous god and gain access to Nerull's domains (the atonement spell will be cast by one of Nerull's clerics). As the PC is now evil, the PC is out of play and in control of the Keoland Triad. Send the character sheet and ARs to the Keoland Plots and Scenarios Triad member (Christian Alipounarian, chrisinpm@aol.com). The character is now a NPC unless a special mission or a



future module changes his/her status.

None Standard (12 gp x TU) Starting GP Rich (50 gp x TU) Luxury (100 gp x TU) Lifestyle Cost Other Coin Spent GP Spent **Total Coin Spent** Items Sold Subtotal GP Gained Total Value of Sold Items Subtotal Add ½ this value to your gp value GP Gained Items Bought Subtotal GP Spent Total Cost of Bought Items GP Subtract this value from your gp value

FINAL GP TOTAL

FINAL XP TOTAL