Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

KEO4-04 The Rain, the Wind, and the Night

A Regional Adventure
Set in Keoland

Play Notes:
- ❑ Gained a level
- ❑ Lost a level
- ❑ Ability Drained _____
- ❑ Died
- ❑ Was raised/res'd
- ❑ Was reincarnated

_____
_____
_____
Home Region_____

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

Adventure Record#

594 CY ADVENTURE LEVEL OF PLAY *(CIRCLE ONE)*

APL 2 *max 450 xp; 450 gp*

APL 4 *max 675 xp; 650 gp*

APL 6 *max 900 xp; 900 gp*

APL 8 *max 1,125 xp; 1,300 gp*

APL 10 *max 1,350 xp; 2,300 gp*

APL 12 *max 1,575 xp; 3,300 gp*

Cross out any game effects this character does not gain.

☛ *In Trouble In Keoland!* (circle all those below that apply): No more than one influence point may be used per PC, but PCs may burn influence points for others at the table with one exception: PC(s) who struck a killing blow cannot have their sentence reduced AT ALL. Negative TU and gp balances are carried forwards into future modules and game years. Mark any influence burned as USED with the date and AR#. You have also earned a WATCHED! certificate. Contact the Keoland Triad at keoland_marf_poc@yahoo.com for further details.

- *Jailed & Bailed!*: Severity: (Misdemeanor); Crime: (Assault); Location: (Gradsul); Influence Type to Reduce Sentence: (Rhola, GP and TU by half), Sentence: 200 gp x APL and TU= APL.
- *Wanted!*: Severity: (Felony); Crime: (Murder - Surrendered); Location: (Gradsul); Influence Type to Reduce Sentence: (Neheli, GP and TU by half), Sentence: 500 gp x APL and TU= 2 x APL.
- *Arrested - Murderer!*: Severity: (Felony); Crime: (Murder - Surrendered); Location: (Gradsul); Influence Type to Reduce Sentence: (Rhola, GP by half), Sentence: 1,000 gp x APL and TU= 26.
- *Fugitive - Murderer! or Hunted!*: Severity: (Felony); Crime: (Murder - Fled); Location: (Gradsul); Influence Type to Reduce Sentence: (none), Sentence: Banned from Keoish modules, Loss of ALL Keoish Influence and Metaorganization Access, *automatically* executed upon return (considered a "permanent death": PC is removed from play) SPECIAL: PCs who wish to surrender afterwards may ask for Delayed Justice of any Hunter metaorganization (Hunted!) or Gradsul Military/Nobility (Fugitive-Murderer!) PC. Both players involved should contact the triad at the above email address.
- *Hunted, Captured! or Hunted, Fallen!*: There simply is no place for you to hide. This is the last AR you will ever receive for this PC, and it is the ONLY one you get to keep. Your PC character sheet and ARs must be turned into the triad so that an example can be made for others who even *think* about doing what you did. Contact the Keoland Triad at keoland_marf_poc@yahoo.com for further details.

☛ *Reconditioned!*: Congratulations! You messed up, you realized it, you decided not to make matters worse, and you surrendered quietly and peacefully. You must pay 100 gp x APL played and a number of TUs equal to half the APL played, as you pay for your "rehabilitation".

☛ *Enmity of the Cult of Camatzotz / Mictlantecuhtli* (circle one): You will be recognized if you have any further interaction with this group. Any Charisma-based checks with the circled group will be at a -5 circumstance penalty.

☛ *Olman Token*: Your rescue of the captive Olman girl Nenethualpa has earned you this small token of respect from the people of Gradsul's Olman ghetto of Ilbosok. It is a small stone carved with an engraved image of a feathered serpent, hanging from a leather thong. It is in fact sacred to Quetzalcoatl. Any PC that wishes may use this token as a substitute for the special requirement of the Rainbow Servant prestige class (CD). This token does not waive any other requirement. A PC that loses this token loses access to any abilities of this prestige class as is normal if a PC can no longer meet the requirements of a prestige class. The PC may obtain a replacement token by spending 1 TU (2 TU if the PC's home region is not Keoland) and 12 gp per TU; this may be done at the conclusion of any adventure and should be noted on that AR.

Macahuitl: The macahuitl is a traditional weapon of the Olman. Sometimes referred to as the "obsidian sword", the macahuitl consists of a long, thin club of hardwood set with shards of obsidian, or rarely, small metal points, along its edge. It is equivalent to a longsword (and can be used by anyone proficient with that weapon) but inflicts both piercing and slashing damage and costs 18 gp.

☛ *Favor Conversion of the Malagari*: Any favors of the Darkwatch or Holphin Neheli from CY 591-CY 593 adventures may be converted to Influence instead. For members of the Darkwatch in good standing, any future Freq: Adventure usage of Darkwatch/Neheli influence for feats, spells, prestige classes, and items become Freq: Regional usage instead.

☛ *Favor & Gift of Celesta Shadeflower*: Your actions will determine the power ranking and politics of her influence in the future. In the meantime, if you ever need an arcane spell cast to remove a curse and you aren't a FUGITIVE! or HUNTED!, she will put in a good word for you with the Tower and get you a 25% discount on any arcane spell you need cast to remove the curse (at caster level 19th or lower). These spells can only be used to remove a curse or other negative effect from the PC in question. Mark the gift as used, though the PC will maintain her favor in the future.

The Grace of Mictlantecuhtli (Curse): In return for aid so generously rendered to Xapatl and the cultists of Mictlantecuhtli this PC has received a "blessing". If this PC possesses *The Curse of Mictlantecuhtli*, the latter is dispelled (although the coyote-shaped scar remains). While gifted with *The Grace*, this PC is considered to be permanently under the effects of a *death ward* spell until such time as it is activated by circumstance, after which the effect expires as per the spell's duration (9th level caster), and the curse is lifted. This PC detects as faint evil. If this PC is a divine spellcaster, one that is good-aligned or worships a good-aligned deity, and this curse is in effect, he casts all spells and turns undead as if he were one level lower than he actually is. The *death ward* effect may not be intentionally discharged by one's self or an ally, or by intentionally putting one's self in harm's way. Only true need will activate the effect. This blessing may only be removed before the *death ward* effect discharges by a *limited wish*, *wish*, or *miracle* spell, or by a priest of Mictlantecuhtli of at least 11th level.

TU	Starting TU
1 or 2 TU	TU Cost
- TU	Added TU Costs
	TU REMAINING

XP	Starting XP
- XP	XP lost or spent
XP	Subtotal
+ XP	XP Gained
XP	FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE
*Cross off all items **NOT** found*

APL 2:
- ❖ *Brooch of Shielding* (Adventure, DMG)
- ❖ *Collar of Resistance +1* (Adventure, MotW)
- ❖ *Elixir of Fire Breath* (Adventure, DMG)
- ❖ *Masterwork Macahuitl* (Adventure, *see above*)

APL 4 (APL 2 Items plus):
- ❖ *+1 Macahuitl* (Adventure, *see above*)
- ❖ *Elixir of Truth* (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):
- ❖ *+1 Light Fortification Chain Shirt* (Adventure, DMG)
- ❖ *Collar of Resistance +2* (Adventure, MotW)
- ❖ *Pearl of Power – 1st level* (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):
- ❖ *+1 Spell Storing Macahuitl* (Adventure, *see above*)
- ❖ *Bead of Force* (Adventure, DMG)
- ❖ *Bracers of Armor +2* (Adventure, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):
- ❖ *+1 Ki Focus/+1 Shock Quarterstaff* (Adventure, DMG)
- ❖ *+2 Full Plate* (Adventure, DMG)
- ❖ *Bracers of Armor +3* (Adventure, DMG)
- ❖ *Cloak of Resistance +2* (Adventure, DMG)
- ❖ *Cloak of Resistance +3* (Adventure, DMG)
- ❖ *Collar of Resistance +3* (Adventure, MotW)
- ❖ *Ring of Counterspells* (Adventure, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):
- ❖ *+1 Axiomatic/+1 Shocking Burst Quarterstaff* (Adventure, DMG)
- ❖ *+1 Moderate Fortification Chain Shirt* (Adventure, DMG)
- ❖ *Bracers of Armor +4* (Adventure, DMG)
- ❖ *Cloak of Charisma +4* (Adventure, DMG)
- ❖ *Divine Scroll of Dictum* (Adventure, *13th level caster*, DMG)
- ❖ *Pearl of Power – 2nd level* (Adventure, DMG)
- ❖ *Pearl of Power – 3rd level* (Adventure, 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	
Add ½ this value to your gp value	

Items Bought	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Total Cost of Bought Items	
Subtract this value from your gp value	

GP	Starting GP
- GP	GP Spent
GP	Subtotal
+ GP	GP Gained
GP	Subtotal
+ GP	GP Gained
GP	Subtotal
- GP	GP Spent
GP	FINAL GP TOTAL