Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

KEO5-03 *Closure and Disclosure*

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#

595 CY ADVENTURE LEVEL OF PLAY
(CIRCLE ONE)

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.

☛ **Proof of Corruption**: After traveling with Dispatcher Skotti through Linth in search of the truth about the fallen knights, this PC has uncovered corruption within the order. PCs who are members of the Knights of the Watch/Dispatch now meet the "uncovering of corruption" special requirement for taking levels in the Church Inquisitor prestige class.

☛ **Recommendation for Squirehood**: For displaying behavior and mindset consistent with the Knights of the Watch, Dispatcher Kialla Skotti, Persistent Sparrow, sponsors this PC as a squire to the Knights of the Watch/Dispatch.

☛ **Influence Point with the Knights of the Watch**: You may spend this Influence Point during any Keoland Regional or Sheldomar Valley Metaregional adventure to gain access (Frequency: Regional and Metaregional) to purchase upgrades to any one of the following (circle the item selected, thereby consuming the influence point): *belt of giant strength, gloves of dexterity, amulet of health, headband of intellect, cloak of charisma, periapt of wisdom*; the upgrade is limited to an increase in the enhancement bonus of the item. Pay the difference between the old and new price. Alternatively, you may spend this Influence Point during any Keoland Regional or Sheldomar Valley Metaregional adventure to gain access to the Tactical Soldier prestige class (*Miniatures Handbook*). Mark this Influence Point as USED if consumed in this way.

☛ **Influence Point with the Knights of the Malagari**: In a nod of chivalry for having a hand in restoring the honor of the Knights of the Watch in Keoland, their sister order, the Knights of the Malagari extend their thanks to this PC. You may spend this Influence Point during any Keoland adventure to gain access to NPC divine spellcasting of any spell from the PH of 7th level or lower, at the standard costs minus a 10% discount to the non-material/non-xp portion of the costs. Mark this Influence Point as USED when consumed.

☛ **Influence Point with Dispatcher Kialla Skotti**: In thanks for agreeing to have a hand in restoring the honor of the Knights of the Watch, Dispatcher Skotti has offered to give the PCs the longsword she bears, much as it was passed to her. You may spend this Influence Point during any Keoland Regional or Sheldomar Valley Metaregional adventure to gain access (Adventure) to purchase (one and only one) *Dispatcher Skotti's Blade*. Mark this Influence Point as USED when consumed.

◥ ***Dispatcher Skotti's Blade***. This *+1 shock adamantine bastard sword* has the broad, heavy blade of a Keogh-forged sword, and it was entrusted to the Princess of Keoland by a fellow Watcher upon his retirement. This blade is activated by the command word "justice." When wielded by a LN, LG, or NG aligned being, the wielder gains a +2 sacred bonus to Strength. Moderate Evocation; CL: 12th; *Prerequisites*: Craft Arms & Armor, *divine power, and shocking grasp, call lightning, or lightning bolt*; *Market Price*: 17,335 gp; *Weight*: 15 lbs.

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 6 (all of the following):
- ❖ *Potion of Resist Energy (Acid) 30 (Adventure; DMG)*
- ❖ *Potion of Resist Energy (Cold) 30 (Adventure; DMG)*
- ❖ *Potion of Resist Energy (Electricity) 30 (Adventure; DMG)*
- ❖ *Potion of Resist Energy (Fire) 30 (Adventure; DMG)*
- ❖ *Vest of Resistance +2 (Adventure; Complete Arcane)*
- ❖ *Wand of Cure Moderate Wounds (3rd level caster; Adventure; DMG)*

APL 8 (all of APL 6 plus the following):
- ❖ *+1 Flaming Composite Longbow, +5 Str Bonus (Adventure; DMG)*

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *+1 Light Fortification Full Plate (Adventure; DMG)*
- ❖ *Metamagic Rod, Sculpting, Lesser (Adventure; Complete Arcane)*
- ❖ *Ring of Climbing (Adventure; DMG)*
- ❖ *Ring of Jumping (Adventure; DMG)*
- ❖ *Ring of Sustenance (Adventure; DMG)*
- ❖ *Ring of Swimming (Adventure; DMG)*

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *Bracers of Armor +2 (Adventure; DMG)*
- ❖ *Metamagic Rod, Empower, Lesser (Adventure; DMG)*
- ❖ *Rod of Splendor (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