Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

KEO5-07 The Thin End of the Wedge

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 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

Cross out any game effects this character does not gain.

☛ **Religious Organizations**: If this PC is a member of a Keoland religious metaorganization prior to starting this adventure, they gain access (Frequency: Regional) to the following scroll: *conviction* (CL 1st; *Spell Compendium*), *quick march* (CL 3rd; *Spell Compendium*), *close wounds* (CL 3rd; *Spell Compendium*), *panacea* (CL 7th; *Spell Compendium*), *heal* (CL 11th). These spells are also treated as Core for this PC.

☛ **Influence with the Church of Olidammara**: The priests of the Laughing Rogue are in your debt for your efforts on their behalf. You may expend this Influence at the end of any adventure set in the Sheldomar Valley to gain access (Frequency: Adventure) to any one of the following items (circle the item selected): *belt of many pockets* (*Complete Arcane*), *gloves of dexterity +4*, *lute of the wandering minstrel* (*Complete Adventurer*), *ring of filcher's friend* (*Complete Adventurer*), *ring of lockpicking* (*Complete Adventurer*).

☛ **Influence with the Church of Saint Cuthbert**: The priests of the Cudgel are in your debt for your efforts on their behalf. You may expend this Influence at the end of any adventure set in the Sheldomar Valley to gain access (Frequency: Adventure) to any one of the following items (circle the item selected): *maul* (*Complete Warrior*; normal, masterwork, or +1), *warmace* (*Complete Warrior*; normal, masterwork, or +1), *ring of the ram*, *staff of true belief* (*Complete Divine*), *ring of shooting stars*, *mace of smiting*.

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 (all of the following):
- ❖ *Pearl of Power – 1st Level Spell* (*Adventure; Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):
- ❖ *Divine Scroll of Conviction* (CL 1st; *Adventure; Spell Compendium*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Divine Scroll of Close Wounds* (CL 3rd; *Adventure; Spell Compendium*)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Divine Scroll of Panacea* (CL 7th; *Adventure; Spell Compendium*)
- ❖ *Divine Scroll of Quick March* (CL 3rd; *Adventure; Spell Compendium*)
- ❖ *Heward's Handy Haversack* (*Adventure; Dungeon Master's Guide*)
- ❖ *Metamagic Rod, Silent, Lesser* (*Adventure; Dungeon Master's Guide*)

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