Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
KEO6-01 Like A Leech
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#

596 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.

Banned from Gand: You have been told to leave the Earldom of Gand under pain of death due to your actions. At the beginning of any adventure beginning in the Earldom of Gand in Keoland, the player may make a Disguise check (DC 15). Success indicates you are unrecognized by the everyday populace. Individual Disguise checks are necessary for anyone paying close attention to this PC as detailed in the PHB. If the character is caught they will be executed out of hand. A reward of one thousand gold pieces has been posted for your head within the Earldom of Gand.

Defiler!: This PC actively desecrated the shrine to Laogzed. You find yourself afflicted with a strange craving for food, of all types. Any time you are presented with an opportunity to eat, you must make a DC 18 Will or devote your full attention to the food in front of you, devouring everything you can. This can be quite awkward in some social situations, as you heedlessly eat immense amounts of food. Finally, during these binges, your teeth become visibly serrated. A DC 18 Spot check will allow someone to notice your new set of pearly whites. This might cause trouble in some areas.

Notice of the Darkwatch: Your actions have been noted and reported by an active Knight of the Malagari in good standing. Best to tread lightly in matters of the unknown and supernatural.

Favor of the Earl of Gand: Your valiant efforts to aid the Earldom have not gone unnoticed or unrewarded. You have been given a small medal with the word "Cursebroken" written on it. When worn within the Earldom it provides a +2 circumstance bonus to Cha-based skill checks. Furthermore, this PC gains a +2 sacred bonus to saving throws against any curse. The PC might be able to expend this medal (favor) in future adventures in the Earl of Gand, at the discretion of the Keoland Triad and the DM.

A Burden Borne: You have accepted a metaphysical burden for the lives of an untold amount of deaths from Iskyla's final act. This burden is both a boon and a curse. For the purpose of any spell that affects alignment, you are treated as being true neutral and your actual alignment, and anyone who attempts to determine your alignment magically gets confusing results as your alignment seems to change repeatedly. You receive a +1 sacred bonus to resist the effects of any compulsion or enchantment spell. Finally, the weight of this burden makes it difficult to rouse yourself from the realm of sleep. Add 5 to the DC of any Listen check made to wake up and, in the first round after you awaken, you may only take a single move action. Elven characters who receive this burden find that they are afflicted with the desire to sleep as other races do occasionally. They are never compelled to, but what's the harm in a good night's sleep, right? This burden cannot be removed by any means short of a *wish* or *miracle* spell, except as specifically noted by the Keoland Triad.

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:
- ❖ *Elemental Gem, Water* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of Swimming* (*Adventure; Dungeon Master's Guide*)
- ❖ *Wand of Cure Light Wounds* (CL 1st; *Adventure; Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):
- ❖ *Immovable Rod* (*Adventure; Dungeon Master's Guide*)
- ❖ *Javelin of Lightning* (*Adventure; Dungeon Master's Guide*)
- ❖ *Rhino Hide* (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Bag of Holding, Type II* (*Adventure; Dungeon Master's Guide*)
- ❖ *Bracers of Archery, Lesser* (*Adventure; Dungeon Master's Guide*)
- ❖ *Potion of Greater Magic Fang +4* (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLS 2, 4, 6 plus the following):
- ❖ *Cloak of Resistance +3* (*Adventure; Dungeon Master's Guide*)
- ❖ *Druid's Vestments* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of Protection +3* (*Adventure; Dungeon Master's Guide*)
- ❖ *Spined Shield* (*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