Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
KEO6-02 *Forest of Ribbons*
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.

Unfavorable Notice of the Dreadwalkers: The PC proved that both word of promise and loss of life are meaningless. This character may not play in Dreadwood modules until this notice is removed. Expend 5 Keoland Influences/Favors from Keoish nobility to remove this unfavorable notice.

Reporting for Duty: This mission is considered reporting for duty for the following metaorganizations: Dreadwalkers, Dreadwalker Reservists, Greyhill Militia, Greyhill Royal Standards. Members of those organizations gain access (Frequency: Regional) to purchase the following items: *elven earring* (see this AR), *blunt arrows* (*Races of the Wild*), *serpentstongue arrows* (*Races of the Wild*), *swiftwing arrows* (*Races of the Wild*), *elvencraft bow* (*Races of the Wild*).

Influence with the Dreadwalkers: For going on the sage's quest, you gain this Influence which can be spent (along with 4 additional TUs) to have *reincarnate* cast upon you for only the material component cost. Spend two influence with the Dreadwalkers to have *reincarnate* cast upon another PC at the table, but at the base cost in the Living Greyhawk Campaign Sourcebook, instead of the normal Keoland cost.

Prestige Classes: Your experiences in this adventure have broadened your horizons. You now meet the special requirements for the Ruathar (*Races of the Wild*) and Seeker of the Song (*Complete Arcane*) prestige classes.

Elven Earring: This item does not take up a space on the body (although it will not function unless worn in the ear). It provides the wearer a +5 competence bonus to Listen checks.
Faint divination; CL: 3rd; *Prerequisites*: can't be crafted; *Market Price*: 5,000 gp; *Weight*: 0 lbs.

Treekiller!: You cut down a tree in the Dreadwood. Creatures with the plant type automatically make this PC their primary target in the next encounter with them you have while in the Dreadwood.

Shaken, Not Stirred: Wandering the Dreadwood unguided for a month has taken its toll. Spend 4 additional TUs for the ordeal. In addition, whenever you encounter a kaorti, rukanyr or pseudonatural creature of any type, you become shaken for the duration of the encounter (unless you are immune to fear effects). This effect lasts for one year from the date on this Adventure Record.

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*

APLs 2, 4:
- ❖ *Blunt Arrows* (*Adventure; Races of the Wild*)
- ❖ *Brooch of Shielding* (*Adventure; Dungeon Master's Guide*)
- ❖ *Dust of Tracelessness* (*Adventure; Dungeon Master's Guide*)
- ❖ *Elven Earring* (*Adventure; See Above*)
- ❖ *Elvencraft Bow* (*Adventure; Races of the Wild*)
- ❖ *Masterwork Ribbon Dagger* (*Adventure; Fiend Folio*)
- ❖ *Resin Suit* (*Adventure; Fiend Folio*)
- ❖ *Serpentstongue Arrows* (*Adventure; Races of the Wild*)
- ❖ *Swiftwing Arrows* (*Adventure; Races of the Wild*)
- ❖ *Vest of Resistance +1* (*Adventure; Complete Arcane*)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Dust of Disappearance* (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLS 2, 4, 6 plus the following):
- ❖ *+1 Resin Suit* (*Adventure; Fiend Folio*)
- ❖ *Heward's Handy Haversack* (*Adventure; Dungeon Master's Guide*)
- ❖ *Metamagic Rod, Empower, 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