Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
KEO6-03 *Baby's Breath*
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 12
max 1,575 xp; 3,300 gp

APL 14
max 1,800 xp; 6,600 gp

APL 16
max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

☛ **Baby's Breath**: The Great Druid of the Sheldomar bade you to carry this small bit of baby's breath with you. Should this PC be reduced to -10 hp or less, this AR effect is automatically expended; mark it as USED when this occurs. When expended, this PC does not die as normal at -10 or fewer hp in this one instance. Instead, they are set back to -9 hp, and this PC is considered automatically stabilized. This does not protect you from subsequent damage this PC might suffer, nor does it protect from being slain by sources that do not kill by hp damage.

☛ **Greenish Scrap Metal from Dis**: You have availed yourself of an offer from Pit Master Joffee to purchase some odd scraps of a strange greenish metal. You may expend this AR effect to gain access (Frequency: Adventure) to purchase any one weapon to which you already have access. The weapon chosen must be composed in whole or in part of this green metal. The material from which the item is crafted is Baatorian green steel (from the *Arms & Equipment Guide*). You need not pay the cost of the special material, since you already possess it; you need only pay the cost of the masterwork weapon itself. Mark this AR effect as USED when it is expended.

↗ **Watched by Dispater**: The Iron Duke has you earmarked for special attention. The ramifications of this, if any, are unknown at this time.

☛ **Legacy**: To save the life of Hannah Linth and the Kingdom of Keoland, this PC has valiantly sacrificed themselves. This PC is permanently dead with no hope of recovery, but your greatness will live on in the form of one of your kin (see the special AR).

☛ ***Nethernight* Destroyed**: You have journeyed to destroy the *Nethernight*. This costs 1 additional TU (2 for out-of-region PCs). For doing so, you gain the following additional gp and xp, and the xp and gp caps for this adventure are increased by the same amount: APL 12: +787 xp, +1,650 gp; APL 14: +900 xp, +3,300 gp; APL 16: +1,012 xp, +4,950 gp.

☛ **Just Rewards**: You have honored the request of your prisoner to be tried in a court of his peers. You have turned him over to either the Knights of the Watch or the Lion throne (circle the appropriate one). If you turned him over to the Knights of the Watch, this PC gains free Rich upkeep in any nation of the Sheldomar Valley. Also, if this PC is a member of that order, you are considered to have "defeated a foe of impressive power" for the purposes of your Promotion Point totals. If you turned him over to the Lion Throne, the Kingdom of Keoland rewards you with free Luxury lifestyle for any adventures which take place wholly or in part in Keoland. In either case, this PC also gains access (Frequency: Regional) to purchase any one +1 weapon, armor, or shield special ability upgrade from the DMG.

↗ **Ire of Dispater**: You should have kept your mouth shut – speaking ill of an arch-devil is always a bad idea! Since your return from this adventure, this PC has found that swords he wields seem to quickly lose their edge, and metal armor seems to weaken in contact with his body. This PC suffers a -1 profane penalty to attack and damage rolls made with metal weapons and a -1 profane penalty to AC while wearing metal armor. For purposes of this effect, metal weapons and armor are defined as an item made partially or entirely of metal. This effect cannot be removed by any means at this time.

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 12:
- ❖ *+1 Adamantine Greatsword (Adventure; Dungeon Master's Guide)*
- ❖ *+1 Flaming Composite Shortbow, +5 Str Bonus (Adventure; DMG)*
- ❖ *Bracers of Armor +4 and Gloves of Dexterity +4 (Adventure; DMG)*
- ❖ *Ioun Stones: Dusty Rose Prism, Pink Rhomboid, Iridescent Spindle (Adventure; Dungeon Master's Guide)*
- ❖ *Mithral Chain Shirt, +2 Full Plate, and +2 Buckler (Adventure; DMG)*
- ❖ *Ring of Protection +2 (Adventure; Dungeon Master's Guide)*
- ❖ *Vests of Resistance +1 and +2 (Adventure; Complete Arcane)*

APL 14 (all of APL 12 plus the following):
- ❖ *+1 Adamantine Wounding Greatsword (Adventure; DMG)*
- ❖ *+2 Bastard Sword (Adventure; Dungeon Master's Guide)*
- ❖ *+3 Composite Shortbow, +4 Str Bonus (Adventure; DMG)*
- ❖ *+3 Full Plate and +3 Mithral Chain Shirt (Adventure; DMG)*
- ❖ *Belt of Giant Strength +4 and Periapt of Wisdom +4 (Adventure; DMG)*
- ❖ *Large Items: Breastplate, Masterwork Greatsword, Masterwork Composite Longbow (+10 Str Bonus) (Adventure; DMG)*
- ❖ *Pearl of Power, 2nd Level Spell (Adventure; Dungeon Master's Guide)*
- ❖ *Vest of Resistance +4 (Adventure; Complete Arcane)*

APL 16 (all of APLs 12, 14 plus the following):
- ❖ *Belt of Giant Strength +6 and Cloak of Charisma +4 (Adventure; DMG)*
- ❖ *Bracers of Archery, Greater (Adventure; Dungeon Master's Guide)*
- ❖ *Brooch of Shielding and Ring of Protection +3 (Adventure; DMG)*
- ❖ *Robe of Stars and +3 Scale Mail (Adventure; Dungeon Master's Guide)*
- ❖ *Vest of Resistance +3 (Adventure; Complete Arcane)*

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