Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

KEO6-04 *Old Sins Cast Long Shadows*

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 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.

In Your Grave Early: Foolhardy actions have their price. Death has seen you flaunt her will and is not pleased. The next five saving throws you make receive a -2 profane penalty, but only if failing the save will cost you hp damage. A Reflex save against a *fireball* would receive the penalty, but a Will save to resist a *hold person* would not. If you are a cleric of a deity who has Death or Repose as a domain, you also find that your Healing spells are at +1 CL until this curse is ended. This curse can be removed with a *remove curse* (CL 13th). ❒ ❒ ❒ ❒ ❒

Jewel of Ultholme: You have succeeded in your mission and fulfilled the requirements of a letter of marque granted to you by Baron Malweig. News of your exploits quickly makes the rounds. Either you are spectacularly lucky or gifted. You receive from the hand of the Baron himself a special reward: a heraldship. Your character is now entitled to use the honorific "Herald of the Jewel" in any formal situation. This translates into a +2 circumstance bonus to Cha-based checks in situations where saying "Do you have any idea who I am?" might come in handy. No one you ask seems to be entirely sure if this sort of heraldship is legal or recognized, but the Baron does give you a very nice looking plaque to go along with it.

Heralds of Woe: You are the bearer of bad tidings. Your steps are marked and your days are numbered. Inform your DM of this effect at every table you play for 1 year from the date on this Adventure Record.

Desert Design: You have gained access (Frequency: Any) to the following items from *Sandstorm*: great falchion, khopesh, crescent scythe, scorpion claws.

Forgotten Lore: As a toke of appreciation, the Silent Ones are willing to locate an esoteric piece of dweomercraft for you. You gain access to learn one of the following spells from the *Spell Compendium*: *amanuensis, caltrops, electric jolt, launch bolt, corrosive grasp, incite, ray of clumsiness, weaponshift, heroics, ray of ice, rebuke, mass mage armor, sound lance.*

Neverfall: You've made off with *Neverfall*, a greataxe crafted of purest truecrystal (has the same properties as steel). You must cleanse the greataxe in an expensive ritual (reflected by the cost of this item below) to wield it. *Neverfall* starts as a *+1 greataxe*. After using it to strike the killing blow against ten sentient beings (marked those blows below), the greater powers of the greataxe become available; you can upgrade the greataxe with any (or all) of the following enchantments at a cost as if you were paying for an upgrade via magic item creation (you pay the gp and xp cost of upgrading the item via MIC instead of the standard market price): *keen, throwing, speed*. Once the wielder has purchased one of these upgrades, *Neverfall* also grants this PC the Diehard feat as a bonus feat whenever the greataxe is being wielded.

Moderate Transformation; CL 10th; *Prerequisites*: cannot be crafted; *Market Price*: 2,320 gp (starting); *Weight*: 12 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 8:
- ❖ *Bag of Holding, Type III (Adventure; Dungeon Master's Guide)*
- ❖ *Cloak of Resistance +2 (Adventure; Dungeon Master's Guide)*
- ❖ *Gloves of Arrow Snaring (Adventure; Dungeon Master's Guide)*
- ❖ *Great Falchion (Adventure; Sandstorm)*
- ❖ *Large Full Plate (Adventure; Dungeon Master's Guide)*
- ❖ *Manual of Gainful Exercise +2 (Adventure; Dungeon Master's Guide)*
- ❖ *Neverfall (Adventure; See Above)*
- ❖ *Ring of Evasion (Adventure; Dungeon Master's Guide)*
- ❖ *Scarab of Protection (Adventure; Dungeon Master's Guide)*
- ❖ *Staff of Size Alteration (Adventure; Dungeon Master's Guide)*
- ❖ *Wand of Cure Critical Wounds (CL 7th; Adventure; DMG)*

APL 10 (all of APL 8 plus the following):
- ❖ *+1 Great Falchion (Adventure; Sandstorm)*
- ❖ *Cape of the Mountebank (Adventure; Dungeon Master's Guide)*

APL 12 (all of APLs 8, 10 plus the following):
- ❖ *Large +1 Full Plate (Adventure; Dungeon Master's Guide)*
- ❖ *Staff of Fire (Adventure; Dungeon Master's Guide)*
- ❖ *Stone Salve (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