Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

KEO7-01 *The Herald of Woe*

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#

597 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 4
max 675 xp; 650 gp

APL 6
max 900 xp; 900 gp

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.

☛ **Gift of the Silent Ones**: For returning the *Woestaff*, the Silent Ones gift you in return. You gain access to one of the following spells from *Spell Compendium*: *ironguts, persistent blade, daggerspell stance, vipergout, junglerazer, know vulnerabilities, earth reaver, extract water elemental.*

Wrath of the Silent Ones: For deciding to keep the *Woestaff*, the Silent Ones mark you. For one year from the date on this adventure record, you take 1d6 x your character level additional damage from any damaging spell which you are allowed a saving throw against and fail. This is a curse and may be removed with a *remove curse* of at least CL 11th.

☛ **Favor of the Merchants' Guilds**: This PC has helped rescue members of the Teamsters' Guild in Westkeep. To show their gratitude, they have used their contacts amongst the growing Alchemists' Guild in Keep's End to provide one time access (Frequency: Adventure) to purchase either the *buoyant* armor special ability upgrade or the *acidic burst* weapon special ability upgrade (*Stormwrack*). Mark this Favor as USED when it is spent.

☛ **It's Not the Heat, It's the …**: After an extended period spent trudging through the jungle swamp of the Hool, this PC has learned what to expect. Further Survival or Knowledge (nature) checks made in or concerning the Hool Marsh gain a +2 circumstance bonus. This PC gains a +2 circumstance bonus on all saves against diseases within the Hool.

☛ **Favor of the Stouthammer Clan**: The PC has helped rescue members of the Stouthammer Clan of the Good Hills. As a display of their gratitude, they will provide an opportunity (Frequency: Adventure) to purchase either a Medium or Small-sized mithral suit of armor or adamantine weapon. The weapon or armor may be of any type to which the PC has access. Mark this Favor as USED when it is spent.

☛ **Favor of the Keoish Royal Standards**: For your successful service to the Warmaster Morgan Armitage this PC gains access (Frequency: Regional) to purchase +1 equivalent special abilities upgrades from the DMG to any weapon, armor or shield they own. This upgrade may not result in a final equivalent bonus on the item that is greater than +4. If the PC spends 4 additional TUs gathering special materials, the cost of the upgrade is reduced by 20%. This favor is NOT expended when used, although the 4 TUs may only be spent once to gain the discount. Mark this Favor as USED when it is spent for a purpose other than the above.

Boots of the Tropics: This footgear bestows many powers upon the wearer. First, she is able to travel through jungles and marshes at half the normal higher cost of movement. Second, she leaves no tracks when doing so. Third, she always spots quicksand before stepping in it. Finally, these boots keep the wearer cool, as if she were affected by an *endure elements* spell.

Faint abjuration and transmutation; CL: 5th; *Prerequisites*: Craft Wondrous Item, *cat's grace, endure elements, pass without trace*, *Market Price*: 2,500 gp; *Weight*: 1 lb.

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 4:
- ❖ *Bead of Force* (Adventure; Dungeon Master's Guide)
- ❖ *Boots of the Tropics* (Adventure; See Above)
- ❖ *Field Provisions Box* (Adventure; Miniatures Handbook)
- ❖ *Heward's Handy Haversack* (Adventure; Dungeon Master's Guide)
- ❖ *Lion Shield* (Adventure; Dungeon Master's Guide)
- ❖ *Quickspark Capsules* (Adventure; Complete Adventurer)
- ❖ *Weapon Capsule Retainer* (Adventure; Complete Adventurer)

APL 6 (all of APL 4 plus the following):
- ❖ *Arcane or Divine Scroll of Healthful Rest* (CL 1st; Adventure; Spell Compendium)
- ❖ *Beastskin* Armor Special Ability Upgrade (Adventure; Complete Warrior; Limited to Members of the Dreadwalkers Metaorganization)
- ❖ *Golembane Scarab* (Adventure; Dungeon Master's Guide)
- ❖ *Horseshoes of the Zephyr* (Regional; Dungeon Master's Guide; Limited to Members of the KRS or Mercenary Groups Metaorganizations)
- ❖ *Pearl of the Sirines* (Adventure; Dungeon Master's Guide)
- ❖ *Periapt of Wound Closure* (Adventure; Dungeon Master's Guide)
- ❖ *Salve of Slipperiness* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *+1 Blurstrike Short Sword* (Adventure; Races of the Wild)
- ❖ *Ring of the Ram* (Adventure; Dungeon Master's Guide)
- ❖ *Wand of Arc of Lightning* (CL 7th; Adventure; Spell Compendium)

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *+1 Flaming Blurstrike Short Sword* (Adventure; Races of the Wild/DMG)
- ❖ *Ioun Stone, Iridescent Spindle* (Adventure; Dungeon Master's Guide)
- ❖ *Major Ring of Energy Resistance, Electricity* (Adventure; DMG)
- ❖ *Ring of Water Walking* (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):
- ❖ *Acid Resistance* Armor Special Ability Upgrade (Adventure; DMG)
- ❖ *Boots of Teleportation* (Adventure; Dungeon Master's Guide)
- ❖ *Drums of Panic* (Adventure; Dungeon Master's Guide)
- ❖ *Helm of Underwater Action* (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