Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
KEO7-03 To Catch a Thief
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 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

APL 10
max 1,350 xp; 2,300 gp

Cross out any game effects this character does not gain.

☛ **Influence with the Silent Ones**: You have performed a valuable service for the Silent Ones. In exchange, the Silent Ones agree to provide access to one of the following feats: Daunting Presence (MH), Sudden Silent Spell (CAr), Sudden Still Spell (CAr).

☛ **Two Minutes in the Cage!**: You were victorious in your wrestling match and your name is up on Brogan's Hall's Wall of Fame. You gain a +2 circumstance bonus to Intimidate checks in situations where bragging about your victory would come in handy (DM's discretion).

☛ **Fortune Smiles on You!**: For showing compassion and letting Maya go to Sterich, someone is watching your back. For your next 3 adventures played, you get a +2 luck bonus on all saving throws.

☛ **Favor of the Niole Dra Thieves Guild** You have performed a valuable service for the Niole Dra Thieves Guild. You may spend this favor to gain access (Frequency: Adventure) to purchase one of the following items (circle the item selected): *bladeshimmer* (up to 3 vials) (CS), *panic button* (any one) (CS), *stylus of the masterful hand* (CAd). Mark this favor as USED when it is spent.

↗ **Enmity of the Niole Dra Thieves Guild** For thwarting the goals of the Niole Dra Thieves Guild, you find yourself the subject of unflattering rumors and innuendo. For any adventure set within Niole Dra, you take a -2 circumstance penalty to all Cha-based skill checks.

☛ **Influence with the Shadowdark**: You have performed a valuable service for the Shadowdark. In exchange, the Shadowdark agree to tutor you, providing access to the following prestige classes: Nightsong Enforcer (CAd), Nightsong Infiltrator (CAd), Master of Masks (CS).

☛ **Favor of the Cryllor Merchants Alliance**: You may spend this favor to sell a single magic item for ¾ of its normal price (instead of the standard ½) or to purchase a single magic item that you have access to for 20% less of its normal price. Mark this favor as USED when it is spent.

↗ **Enmity of the Cryllor Merchants Alliance**: The Merchants Alliance uses its influence to blacklist you. For your next three ARs for adventures set in Keoland, all items purchased from those ARs cost 20% more than normal price.

☛ **Favor of the Cryllor Thieves Guild**: You have aided the Cryllor Thieves Guild. You may spend this favor to gain access (Frequency: Adventure) to purchase one of the following items or upgrades (circle the item selected): *deadly precision* weapon special ability upgrade (MIC), *boots of big stepping* (MIC), *rod of ropes* (CS).

↗ **Enmity of the Cryllor Thieves Guild**: For taking the side of the Merchants Alliance against the Cryllor Thieves Guild, the Guild retaliates by painting humiliating limericks about you on several walls in the city. For any adventure set within Cryllor, you take a -2 circumstance penalty to all Cha-based skill checks.

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:
- ❖ *Flash Pellet (Adventure; Complete Adventurer)*
- ❖ *Quickfrost Alchemical Capsule (Adventure; Complete Adventurer)*
- ❖ *Triple Weapon Capsule Retainer (Adventure; Complete Adventurer)*

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Large Masterwork Two-Bladed Sword (Adventure; Player's Handbook)*
- ❖ *Mithral Buckler (Adventure; Dungeon Master's Guide)*

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Brooch of Shielding (Adventure; Dungeon Master's Guide)*
- ❖ *Poison, Purple Worm (Adventure; Dungeon Master's Guide; Limit 3 Doses)*
- ❖ *Stone of Good Luck (Adventure; Dungeon Master's Guide)*

APL 10 (all of APLs 2, 4, 6, 8 plus the following):
- ❖ *Poison, Dragon Bile (Adventure; DMG; Limit 3 Doses)*

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