



This Record Certifies that



Played by _____ Player RPGA # _____

Has Completed
KEO7-09 Thick as Thieves
A Regional Adventure
Set in Keoland

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated



Adventure Record#
597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____
DM: _____ Signature RPGA # _____

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.

A Good Day's Pay: Your latest adventure was remarkably poorly funded. However, the Vermillion Queen has placed a positive mark in your favor within her ledger. This mark manifests as a one time reduction in cost by 25% to any one item, spell, or service purchased. In addition, the Vermillion Queen improves the access to the items in the Item Access list below by adding Frequency: Regional access.

No Good Deed Unrewarded: King Kimbertos has a deeper network than it appears. He is aware of your larcenous actions but is also pleased that you used them in his defense. As a reward, you find yourself gifted with a royal pardon for all past illegalities committed within Keoland's jurisdiction. Just don't get in any further trouble!

Goodwill Towards ... Men?: The announcement of Keoland's new allies spurs a wave of good nature towards those who were typically unwanted within her borders. This PC no longer suffers any social penalties for being non-human, a spellcaster, or other social disgraces.

A Banshee's Bargain: You were willing to sacrifice your life to enable Jeslin Proudlin to protect her charge. In reality this was simply a test of your loyalties but it has had a curious effect on you. The next SINGLE attack, spell or effect that would reduce you to 0 hp instead does not harm you at all. This only applies once, and only to a single event that causes hp damage, such as a fall from a great height. Mark this effect as USED when it has been spent.

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 6 (all of the following):

- Acrobat Boots (Adventure; Magic Item Compendium; Limit 1)
Cloak of Weaponry (Adventure; Magic Item Compendium; Limit 1)
Dancing Lantern (Adventure; Dungeonscape; Limit 1)
Goggles of Minute Seeing (Adventure; Dungeon Master's Guide)
Grasping Hook (Adventure; Dungeonscape; Limit 1)
Lens of Detection (Adventure; Dungeon Master's Guide)

APL 8 (all of APL 6 plus the following):

- Bracers of Quickstrike (Adventure; Magic Item Compendium; Limit 1)
Dagger of Defiance (Adventure; Magic Item Compendium; Limit 1)
Foxhide Armor (Adventure; Magic Item Compendium; Limit 1)
Gloves of Manual Prowess (Adventure; MIC; Limit 1)
Owlfeather Armor (Adventure; Magic Item Compendium; Limit 1)
Rod of Ropes (Adventure; Complete Scoundrel; Limit 1)

APL 10 (all of APLs 6, 8 plus the following):

- Amulet of Fortune Prevailing (Adventure; MIC; Limit 1)
Deathstrike Bracers (Adventure; Magic Item Compendium; Limit 1)
Hawkfeather Armor (Adventure; Magic Item Compendium; Limit 1)
Rogue Blade (Adventure; Magic Item Compendium; Limit 1)

APL 12 (all of APLs 6, 8, 10 plus the following):

- Luck Blade, 0 Charges (Adventure; Dungeon Master's Guide)
Rogue's Vest (Adventure; Magic Item Compendium; Limit 1)
Sword of Subtlety (Adventure; Dungeon Master's Guide)
Tigerskin Armor (Adventure; Magic Item Compendium; Limit 1)

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 1/2 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