Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

KEO8-01 *Forest of the Outlands*

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#

598 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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.

☛ **Notice of the Dreadwood**: The Dreadwood recognizes its own. For awakening the Dread, this PC no longer suffers from hampered movement (as though affected by *woodland stride*) in the Dreadwood.

➶ **To Sleep; Perchance, to Dream**: The chain remains unbroken. This PC sleeps; dreams of whispers and secrets and magic are followed by nightmares of one-eyed, one-handed gods. This PC is permanently removed from the campaign.

☛ **Two Druids Enter, One Druid Leaves**: This PC has successfully challenged a ranking druid in a test of faith on sacred ground. This PC may request a Special Mission to challenge The Catlord as the Archdruid of Keoland. Contact the Keoland Triad for details.

☛ **From the Ashes**: This follower of Obad-Hai has followed his/her faith to the death, which has not gone unnoticed. Somewhere in the Dreadwood, a huge fire elemental joins the army of Dreadwalkers. This PC is now retired: contact the Keoland Triad for details.

☛ **Through the Fire**: For having already owned a sacred text of Obad-Hai before traveling to the Outlands, the next time this PC would die due to damage that is at least partially from fire (*fireball*, *flaming* weapon, etc.), the PC instead automatically takes half damage. Mark this effect as used at that time. Also, if this PC ever requires an *atonement* spell, one is cast upon them for free if they convert to Obad-Hai.

☛ **Favor of the Dreadwalkers**: This favor may be spent to gain (circle the option selected): access (Frequency: Adventure) to purchase up to 6 *potions of barkskin +4*; access to two of the following spells from SpC: *aspect of the wolf, aura against flame, cold fire, dawn, deep breath, enrage animal, foundation of stone, hunter's mercy, instant search, lay of the land, lightfoot, living prints, marked object, raging flame, ram's might, rapid burrowing, remove scent, resist planar alignment, rhino's rush, slow burn, smell of fear, snowshoes, stalking brand, surefoot, surefooted stride, thunderhead, towering oak, wings of the sea, winter chill*. Mark this Favor as USED when it is spent.

☛ **Influence**: This PC gains influence with one of the following (circle the appropriate option). Mark this Influence as USED when it is spent.

- Reynard Yargrove: Spend to receive a free *reincarnate* during or after any adventure set in the Sheldomar Valley.
- The Catlord: At the beginning of an adventure that begins in the wilderness, spend to gain an ally for the entire adventure – either a leopard (APLs 6-8) or lion (APLs 10-12) with the tricks Attack, Attack Special, Come, Defend, Down, and Stay. Treat the ally as a purchased riding dog (with regard to Handle Animal check DCs, etc.). Furthermore, even after spending this Influence, any time this PC casts a *summoning* spell that summons a feline creature, that creature automatically has maximum hps.
- The Oaken Heart: Spend to gain access (Frequency: Adventure) to purchase any one *manual* or *tome* from the DMG that increases a stat by 1. This PC may spend an Influence Point with the Dreadwalkers to expand the access to a *manual* or *tome* that increases a stat by 2.

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):
- ❖ *Armband of Elusive Action* (Adventure; MIC; Limit 1)
- ❖ *Enemy Spirit Pouch* (Aberrations) (Adventure; MIC; Limit 1)
- ❖ *Goodberry Bracelet* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Planar Fork, the Beastlands* (Adventure; Player's Handbook, 200 gp)
- ❖ *Planar Fork, the Outlands* (Adventure; Player's Handbook, 200 gp)
- ❖ *Quiver of Ehlonna* (Adventure; Dungeon Master's Guide)
- ❖ *Wand of Cure Moderate Wounds* (Adventure; DMG; Limit 1)

APL 8 (all of APL 6 plus the following):
- ❖ *Bracers of Archery, Lesser* (Adventure; Dungeon Master's Guide)
- ❖ *Hand of the Oak Father* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Staff of the Unyielding Oak* (Adventure; MIC; Limit 1)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *Boots of Speed* (Adventure; Dungeon Master's Guide)
- ❖ *Metamagic Rod, Quicken, Lesser* (Adventure; DMG; Limit 1)
- ❖ *Ring of Mighty Summoning* (Adventure; Complete Mage; Limit 1)
- ❖ *Rod of Cats* (Adventure; Magic Item Compendium; Limit 1)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *Bracers of Archery, Greater* (Adventure; Dungeon Master's Guide)
- ❖ *Metamagic Rod, Quicken* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Planar Fork, Material Plane* (Adventure; Player's Handbook, 200 gp)

Reporting for Duty –
Dreadwalkers, Dreadwalker Reserves, Nature's Sentinels:
Add access (Frequency: Regional) to items above.

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