Living Greyhawk

This Record Certifies that

_____

Played by_____
Player   RPGA #

Has Completed
Hide and Seek
An Introductory Scenario
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#

594 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 1,125 xp; 1,350 gp

This event can only be played by 1st level characters.

This area of the Adventure Record is used to detail new rules items such as new magic items, spells, or feats. It is also used to detail special effects the character might earn such as curses, influence, favors, access, or debts.

Cross out anything that the PC did not receive:

☛ **All the King's Men**
   Your actions in the name of the Lion Throne have impressed the ruler of the Kingdom of Keoland, and you will be remembered as a capable ally in the future. This will have substantial in-game benefits for heroes that continue to play in the modules that are part of the _All Good Things_ story arc.

☛ **Blessing of Joramy**
   For aiding one of her churches in a time of need, you have been blessed by the goddess. The next time you make a saving throw against a fire effect of any kind, this blessing is automatically consumed and you gain a +2 divine bonus to your saving throw. Cross this blessing out when it is consumed.

☛ **_WANTED!_**
You have been banished from the Kingdom of Keoland. This PC may not participate in any adventure that is set in the Kingdom of Keoland. For adventures partially set in the Kingdom of Keoland, you may not participate in those encounters (and subsequently lose access to anything you might have gained during those encounters, including xp, gp, and item access). Any PCs that are Keoland nobles forfeit their titles (in game terms, are expelled from the Keoland Nobility meta-org). Contact the Keoland Triad at keoland_marf_poc@yahoo.com for details about removing your WANTED! status.

☛ **_HUNTED!_**
You have evaded the authorities of Keoland for now. You are now considered Hunted! in Keoland. There is a reward for your capture – Dead or Alive. Contact the Keoland Triad at keoland_marf_poc@yahoo.com with details of your misadventure. Any PCs that are Keoland nobles forfeit their titles (in game terms, are expelled from the Keoland Nobility meta-org).

	TU

Starting TU

3 or 6	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

This area is typically used to list items from the _DMG_ (or other campaign sourcebooks) or from the area above that have been found in the scenario and are now available for purchase as a result of playing the scenario. As an Introductory Scenario, this event does not list any such items.

You must have campaign documentation to purchase items not on the general availability list in the LGCS. Adventure Records are the most common form of campaign documentation for this purpose.

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