Living Greyhawk

This Record Certifies that

_____

Played by_____

Player *RPGA #*

Has Completed

Curiosity Killed the Cat

A Regional Adventure

Set in Geoff

Play Notes:

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

_____

_____

_____

*Home Region*_____

Adventure Record#

593 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____

Signature *RPGA #*

APL 6

max 1,800 xp; 1,600 gp

APL 8

max 2,250 xp; 2,500 gp

APL 10

max 2,700 xp; 4,200 gp

APL 12

max 3,150 xp; 6,000 gp

Cross out any game effects this character does not gain.

☛ *Weremark:* You agreed to accept the Weremark (a 2 in. jagged scar across your left wrist) as a condition of parole for yourself and Otto, from the Wererats of the Hornwood. If you reveal the existence of Alastorn or the Hornwood lycanthropes, you activate the scar (*mark of justice*, 16th level caster); you suffer a –6 effective decrease to your Charisma until the mark is removed.

☛ *Stay with the Wererats:* You agreed to stay with the Wererats until they moved their village. You spend an additional 4 TUs making your way back to Hochoch without the assistance of the Guardian, but you gain the following benefit: a +2 circumstance bonus to Knowledge and Diplomacy checks when dealing with lycanthropes.

☛ *Stone Giant Sikloei Ring:* You befriended Syroch, a female stone giant. She gave you this ring that grants you a +5 circumstance bonus to Diplomacy checks with stone giants in Geoff. The ring has no value and cannot be sold.

☛ *Favor of the Old Faith Druids:* For protecting the standing stones of the Old Faith, the Druids pledge to assist you at some point in the future. You may also exchange this favor during any Geoff adventure for one-time access to purchase one of the following: *Keoghtom's ointment, druid's vestment* or *pearl of the sirines.* Favor Level C.

☛ *Favor of the Quikbucon Clan:* You saved the Quikbucon Clan of gnomes from slavery. You may exchange this favor during any Geoff Regional or Sheldomar Valley Meta-Regional adventure for one-time access to a supply of mithral suitable for the creation of a new piece of armor or shield. You pay the cost to make the item from the mithral you gain access to. The amount available varies based on the APL: APL 6 – enough mithral for a piece of light armor or a shield; APL 8 or 10 – enough mithral for a piece of light or medium armor or a shield; APL 12 – enough mithral for a piece of light, medium, or heavy armor or a shield.

☛ *Stay with the Myconids:* This PC was very generous while trading fertilizer, and the myconid colony now desires a better understanding of "fertilizer that moves". The PC spends an additional 6 TUs to stay with the myconids, but gains the following benefits: a +3 circumstance bonus to Knowledge and Diplomacy checks when dealing with myconids and access (Regional) to purchase *potions of cure serious wounds, neutralize poison, protection from elements,* and *remove disease.*

TU
Starting TU

2 or 4 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 & 8

- ❖ *Druid's Vestment (Adventure, DMG)*
- ❖ *Wings of Flying (Adventure, DMG)*
- ❖ *+1 Huge Greatclub of Shock (Adventure, DMG)*
- ❖ *Potion of Haste (Adventure, 5th level caster, DMG)*

APL 10 & 12 (all of APL 6 & 8 plus the following)

- ❖ *Javelin of Lightning (Adventure, DMG)*

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