Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

KEO6-06 *The Price of Hospitality*

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#

596 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

Cross out any game effects this character does not gain.

Enmity of Orloc: An old wizard never forgets who crosses him. You've made a dangerous enemy of one of the most powerful mages in the region. The cost of learning/scribing any new spell during an adventure set in Keoland is tripled for one year from the date on this Adventure Record. Ignore this effect if you are a member of the Silent Ones metaorganization.

Gratitude of House Vorgax: For saving the Baron Vorgax from bankruptcy, a fate worse than death, he has seen fit to grant you his resources. He grants you access (Frequency: Regional) to purchase an upgrade for one weapon with the *deadly precision* weapon special ability (*Complete Adventurer*). Mark this Gratitude as USED when the access is purchased.

The Shield of Mill Creek: By confronting Count Orloc yourself, you have made yourself a protector of this small Barony. You gain a +4 circumstance bonus on all Cha-based skill checks made within the Barony of Mill Creek.

The Unknown Heroes: Your stealth and discretion in dealing with the matter in Mill Creek has brought you the attention of a more secretive branch of Keoland's underworld. This PC may choose to spend 4 additional TUs training with these compatriots. If you choose to do so, you gain access to the Nightsong Enforcer and Nightsong Infiltrator prestige classes (*Complete Adventurer*).

An Aberration's Weakness: In the papers of Orloc's apprentice you locate several old and forgotten treatises on creating aberrations. Specific key weaknesses are also mentioned, and the means to exploit them. This PC may spend 10 additional TUs of time to gain access to the following feats and prestige classes from *Lords of Madness*: Feats – Aberration Banemagic, Music of the Outer Spheres; Prestige Classes – Abolisher, Darkrunner, Keeper of the Cerulean Sign.

The Silent Ones See All: By approaching the Silent Ones to take care of a dirty little problem in Mill Creek (or allowing them to find out by approaching another magical brotherhood such as the National Academy of Wizards or the Sea Mages), you have turned their eye to you. Although they are grateful for your assistance, they enthusiastically encourage you to give up the life of adventuring. This adventure costs an additional TU, but this PC gains a +2 circumstance bonus to all Cha-based skill checks when dealing with any NPC arcane caster within Keoland for one year from the date on this Adventure Record.

Cedric's Spellbook: 1st – *magic missile, sleep, shield, silent image, reduce person, mount*; 2nd – *glitterdust, web, protection from arrows, touch of idiocy*; 3rd – *fireball, haste, slow, rage*. *Price*: 1,300 gp; *Weight*: 3 lbs.

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 2:
- ❖ *Armbands of Might* (Adventure; Complete Adventurer)
- ❖ *Cedric's Spellbook* (Adventure; See Above)
- ❖ *Choker of Eloquence, Lesser* (Adventure; Complete Adventurer)
- ❖ *Elixir of Vision* (Adventure; Dungeon Master's Guide)
- ❖ *Murlynd's Spoon* (Regional; Dungeon Master's Guide)
- ❖ *Pipes of the Sewers* (Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):
- ❖ *Dagger of Entry* (Adventure; Arms & Equipment Guide)
- ❖ *Necklace of the Marauding Beast, Raging Bear* (Adventure; Arms & Equipment Guide)
- ❖ *Steadfast Boots* (Adventure; Arms & Equipment Guide)
- ❖ *Vial of the Last Gasp* (Adventure; Complete Adventurer)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Lance of Mangling* (Adventure; Arms & Equipment Guide)
- ❖ *Lute of the Wandering Minstrel* (Adventure; Complete Adventurer)
- ❖ *Pipes of Pain* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *Horned Helm* (Adventure; Arms & Equipment Guide)
- ❖ *Mageblade* (Adventure; Arms & Equipment Guide)
- ❖ *Mask of Lies* (Adventure; Complete Adventurer)
- ❖ *Scabbard of Keen Edges* (Adventure; Dungeon Master's Guide)
- ❖ *Singing Bowl* (Adventure; Arms & Equipment Guide)

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