



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed Crimes of the Heart 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#

593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 4

max 1,350 xp; 1,200 gp

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

Cross out any game effects this character does not gain.

■ **Bad Reputation:** The character has a bad reputation in Keoland. The character gets a permanent -4 reaction bonus from all Dreadwalkers and Silent Ones. Additionally, the character is banned from joining or remaining a member of those organizations. Any previous influence points earned in any Keoland regionals are lost. Additionally, the character has a permanent -1 to his Leadership Modifier for Failure as per the DMG.

■ **Banished!** For your ham-handed efforts in dealing with the demonic possession of Lady Ahllia that led to her death, the Baron of Dilwyck has banished you from his lands. You have willingly and knowingly killed a noble of Keoland. The PC is subject to the "Hunted and Wanted" rules of Keoland, as Outlined in the Keoland Metaorg Book #0. The player and DM must contact the Keoland Triad at keoland.marf.poc@yahoo.com explaining the circumstances leading to Ahllia's death. THE PC IS UNABLE TO PLAY KEOLAND REGIONAL MODULES/INTERACTIVES/SPECIAL MISSIONS AND SHELDOMAR VALLEY METAREGIONAL MODULES SET IN KEOLAND until otherwise notified by the Keoland Triad and after appropriate reparations have been made.

■ **Adoption from the Wretchery:** The PC may adopt a creature from the Wretchery to become an improved familiar, paladin special mount, or normal mount/pet. Mounts or pets may be a celestial version of any animal from the *Player's Handbook*. All come fully trained (i.e. warhorse or war dog). Improved familiars may be a celestial version of any animal from the normal familiar list, any type of mephit, or a small elemental of any type. Note that a PC can only adopt an animal with equal or fewer hit dice than the PC itself. The PC must pay 500 GP per Hit Die of creature. This can only be used ONCE (before or after any scenario set in the Sheldomar Valley meta-region), and the pet/companion/familiar is not replaced if it dies.

■ **Forbidden Knowledge of Eli Tomorast:** This dark tome describes the summoning of creatures of the universe best left alone. Most of the work is useless except to the most depraved and indifferent souls, but for the erudite and the determined secrets can be gleaned about one's enemies. The PC must spend a base minimum of 4 TU reading and researching the book, plus 1 TU per point of Int below 18, to gain any value from it. Once this is done, non-Ranger PCs gains the equivalent of a 1st level ranger's Favored Enemy class ability against the group Outsiders (Evil). PCs with ranger levels gain an additional Favored Enemy of Outsiders (Evil), with a bonus equivalent to that of their first Favored Enemy selected. Furthermore, the book gives access to the *Knight of the Chalice* and *Foe Hunter* Prestige Classes (see *Defenders of the Faith* and *Masters of the Wild*, respectively). If the latter Prestige Class is chosen, the first Hated Enemy chosen as part of the class must be Outsiders (Evil). While the book is not cursed, it has an awful aura of evil about it. The book cannot be sold, and as such has no GP value. It weighs 8 lbs.

■ **Resin Suit:** A kaorti resin suit consists of thin straps of alchemically treated resin that are wrapped around the body fully, similar to a mummy's bandages. A resin suit is light armor with the following properties: +4 armor bonus, +3 max Dex bonus, -4 armor check penalty, 25% arcane spell failure chance. Creatures other than kaortis can wear resin suits, but the resin causes most humanoids to break out in hives. In addition to its armor qualities, a kaorti resin suit protects a creature on the Material Plane from the effects of the environment. Resin suits are costly and time-consuming to make; ordinary kaorti (those with 1 HD) are only rarely allowed to use them as a result. *Cost:* 250 gp; *Weight:* 20 lbs.

■ **Ribbon Dagger:** A ribbon dagger is a small exotic weapon crafted from an alchemically treated kaorti resin. It consists of a resin handle to which is affixed a 1-foot-long flexible strip of resin. This ribbon of resin is razor-sharp and deals 1d4 points of damage on a hit with a critical multiplier of x4. This ribbon can wrap around objects with ease; disarm attacks made with a ribbon dagger gain a +2 bonus. *Cost:* 50 gp; *Weight:* 1 lbs.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ Collar of Resistance +1 (Adventure, Masters of the Wild)
- ❖ Headband of Intellect +2 (Adventure, DMG)
- ❖ Masterwork Ribbon Dagger (Adventure, see above)
- ❖ Masterwork Resin Suit (Adventure, see above)
- ❖ Ioun Stone of Resistance +1 (Adventure, A&EG)

APL 6 (APL 4 Items plus):

- ❖ Collar of Resistance +2 (Adventure, Masters of the Wild)
- ❖ Headband of Intellect +4 (Adventure, DMG)
- ❖ +1 Hunting Short Sword (Adventure, Masters of the Wild)
- ❖ +1 Ribbon Dagger (Adventure, see above)
- ❖ +1 Resin Suit (Adventure, see above)
- ❖ Ioun Stone of Resistance +2 (Adventure, A&EG)

APL 8 (APL 4, 6 Items plus):

- ❖ Collar of Resistance +3 (Adventure, Masters of the Wild)
- ❖ +2 Hunting Short Sword (Adventure, Masters of the Wild)
- ❖ +1 Keen Ribbon Dagger (Adventure, see above)
- ❖ +1 Shadow Resin Suit (Adventure, see above)
- ❖ Ioun Stone of Resistance +3 (Adventure, A&EG)

APL 10 (APL 4, 6, 8 Items plus):

- ❖ Collar of Resistance +4 (Adventure, Masters of the Wild)
- ❖ Sylvan Scimitar (Adventure, DMG)
- ❖ +2 Keen Ribbon Dagger (Adventure, see above)
- ❖ +1 Spell Resistance (13) Resin Suit (Adventure, see above)
- ❖ Ioun Stone of Resistance +4 (Adventure, A&EG)

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

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