



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

KEO7-01 The Herald of Woe

A Regional Adventure Set in Keoland
And joined the *Woestaves*



Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Play Notes:

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

Home Region _____



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

This PC completed KEO7-01 *The Herald of Woe* and has been selected to, and accepted an offer to join the *Woestaves*, a group of Silent Ones who operates directly under the Wyrd, master of the order. You have sworn a blood oath to serve no master above the Wyrd and to combat evil magic wherever and whenever you find it. You are required to keep your membership in the *Woestaves* a secret from all, including your closest friends, lovers, and family. Violating this oath to the Wyrd will have dire consequences.

In return for your services, the Wyrd provides you with several benefits.

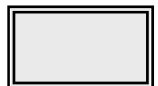
First and foremost, you are above Keoish law and the recriminations of your peers while following your mandate to destroy or contain evil magic and those who use it. If you are somehow detained by a lawful authority you will be rescued by the Silent Ones, incurring a 2 TU penalty but negating any other sort of penalty for your actions. If you commit a crime and claim it to be in your mandate, the Wyrd will investigate fully. Abuse of the Wyrd's mandate will lead to the Wyrd's displeasure and to your eternal discomfort.

Secondly, the Wyrd throws open his personal library to you. In order to destroy evil magic and those who use them, sometimes you must employ the same means. You may scribe any of the following spells from *Spell Compendium* into your spellbook, or add them to your known spell list when legally applicable: *spirit worm*, *life bolt*, *death armor*, *ghoul glyph*, *mind poison*, *claws of darkness*, *sensory deprivation*, *death throes*, *greymantle*, *fleshshiver*, *opalescent glare*, *spectral touch*. The Wyrd makes it very clear that abusing these spells will bring his displeasure and your eternal discomfort.

Finally, you are given a *Woestaff* as a token of your office. The *Woestaff* begins as a masterwork quarterstaff (which you must pay 600 gp for, at the first opportunity) but it may have several upgrades made to it. You may purchase the following upgrades in any order, after the completion of any Keoland regional adventure. The *Woestaff* may also be upgraded as a magical weapon, as a normal quarterstaff could, if you have the appropriate access to do so.

- **Spell Storing** (costs 4 additional TUs and 4,000 gp): The *Woestaff* acts as if a *minor ring of spell storing*. *Woestaves* frequently store a protective spell such as *shield* or *mage armor* in this manner and then activate it upon themselves. The wielder may only use the *Woestaff* in this manner once per day.
- **Shielding** (6 additional TUs and 6,000 gp): The *Woestaff* acts as if a *brooch of shielding*. The wielder also takes half damage from force spells.
- **Steadiness** (8 additional TUs and 8,000 gp): The *Woestaff* acts as if a *badge of valor*, *headband of conscious effort*, and a *tunic of steady spellcasting* (*Complete Adventurer*).
- **Magic-Eating** (10 additional TUs and 10,000 gp): The *Woestaff* grants the wielder the effects of the *magic-eating armor* special ability (*Complete Arcane*).
- **Vitality** (20 additional TUs and 20,000 gp): The *Woestaff's* strike can have the same effect as if the wielder touched the opponent while under a *vampiric touch* spell. When this occurs, a visible black trail of energy can be seen leeching from the fallen and into you. You may choose to activate this effect at any time as an immediate action. When used this way, the wielder's strike deals an additional 3d6 damage, and the wielder gains temporary hp equal to the damage dealt, to a maximum of the subject's current hp + 10. The temporary hp disappear 1 hour later. The wielder may only use the *Woestaff* in this manner twice per day.

If you leave the *Woestaves*, are judged to be in violation of the *Woestave* mandate, leave the Silent Ones, or are otherwise found to not be a shining beacon of the Silent Ones order, the *Woestave* shatters. Should this happen, contact the Keoland Triad immediately to determine what additional horrible things happen as well.



TU REMAINING



FINAL XP TOTAL



FINAL GP TOTAL