



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Runaway Bride
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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 345 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:

• **Allurophobia:** Since that sweet little kitty grew six fanged mouths and went for your throat, you've found that being around feline creatures makes your stomach feel a bit... peculiar. Until 52 TUs have passed since your encounter with the pseudo-kitties, you suffer a -1 morale penalty to hit against feline or feline-like creatures. Wizards with feline familiars suffer no such feelings of dread around their companions, only other such creatures.

• **Gift of Mahoney the Ribbon Merchant:** In grateful recognition of your playing the part of caravan guard the remainder of the trip to Montvale, Mahoney offers you a 20% discount on decorating costs should you ever require a wedding reception. Normal costs are [2 * (PC Level) * (spouse level) * (Usual Lifestyle)]. Minimum spouse level is 1, and normal cost for 1 TU of Lifestyle must be used, even if the PC normally has their living expenses paid for. NOTE: This cost *triples* if the PC has a jealous cohort, curse, or other spouse.

• **Favor of Lady Ilysha DeMontvale:** You have saved Amerise DeMontvale, and have opted to let her follow her heart and leave with Ularion. This PC may receive, during any adventure set wholly or in part in Westgate, assistance from Lady DeMontvale. See the Metaorg Book 0 or contact the Keoland Metaorg PoC for details.

• **Notice of the Dreadwalkers:** The PC has now met a member of the Dreadwalkers, and has left the following impression (Circle ONE):

Favorable: This PC allowed the Dreadwalker Ularion to be with his beloved - even though it may have gotten you in a bit of trouble. Cannot be given to members of the Dreadwalkers.

Recognition: This PC has wandered the Dreadwood and made themselves known to the Dreadwalkers. Cannot be given to members of the Dreadwalkers.

Unfavorable: The PC proved that they value money more than life - or love. You can never gain influence with the Dreadwalkers and your actions will be closely monitored any time you are in lands that are either political allies of them or under their direct control.

• **WANTED!**

You have been banished from the Barony of Westgate due to the fact that you have 'disseed' a noble. This PC may not participate in any adventure that is set in the Barony of Westgate. For adventures partially set in the Barony of Westgate, 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). Contact the Keoland Triad at keoland_marf_poc@yahoo.com for details about removing your WANTED! status.

• **DREADWALKER HUNTED!**

You have killed the Dreadwalker Ularion in cold blood and have now become a member of Keoland's "Dead or Alive" list. This PC may not participate in any module that takes place wholly or in part in the Dreadwood or Royal politically-aligned lands. All Royal and Dreadwalker influence, favors, gifts, etc. are lost and can never be regained. Any player who ignores this penalty will have their PC removed from play. Contact the Keoland Triad at keoland_marf_poc@yahoo.com for further details.

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.

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

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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value