Living Greyhawk

This Record Certifies that

_____

Played by_____

Player *RPGA #*

Has Completed

ADP6-03 Red Hand of Doom (Part One)

An Adapted Adventure

Set in the March of Sterich

Play Notes:

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

_____

_____

*Home Region*_____

Adventure Record#

596 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 6

max 3,570 xp; 3,600 gp

Event: _____ **Date:** _____

DM: _____

Signature *RPGA #*

Cross out any game effects this character does not gain.

☛ **Favor of Brother Derny**: This PC may purchase (Frequency: Any) a single divine scroll of a *PHB* cleric spell of 3rd level or lower at a CL of 5th or lower. The price of this purchase is 10% less than the standard cost as Brother Derny is a very charitable individual. Mark this Favor as USED when the scroll is purchased.

☛ **Favor of Avarthel**: This PC may purchase (Frequency: Any) a single potion of a *PHB* druid spell of 3rd level or lower at a CL of 6th or lower. The price of this purchase is 10% less than the standard cost as Avarthel is pleased the PC is helping save the town of Drellin's Ferry. Mark this Favor as USED when the potion is purchased.

☛ **Favor of Sertieren the Wise**: This PC may purchase (Frequency: Any) a single arcane scroll of a *PHB* wizard spell of 3rd level or lower at a CL of 5th or lower OR a single minor wondrous item from the *DMG*, other than a *bag of tricks*, of CL 5th or lower. The price of this purchase is 10% less than the standard cost as Sertieren the Wise is pleased the PC is helping save the town of Drellin's Ferry. Mark this Favor as USED when the item is purchased.

☛ **Deed to Vraath Keep**: This PC has found the deed to Vraath Keep in the keep's vault. After this PC has defeated the Red Hand once and for all, they might be inclined to claim Vraath Keep as their own, and this deed goes a long way toward making that claim a legal reality. Details on use of this deed will be posted on the LIVING GREYHAWK website in late 2006.

☛ **Gratitude of Drellin's Ferry**: The citizens of Drellin's Ferry are forever in your dept for helping them evacuate before the onslaught of the Red Hand horde. In return for your actions, the citizens arrange for you to be rewarded. You gain one-time access (Frequency: Any) to purchase an upgrade to any one magical item chosen from the following list (circle the item chosen at the time of the upgrade): weapon, armor, shield, *amulet of natural armor*, *bracers of armor*, *ring of protection*, *vest of resistance* (*Complete Arcane*), or *cloak of resistance*. It only affects enhancement bonuses for armor, shields, or weapons. This upgrade may increase the bonus by more than one point but may not result in a final bonus in excess of +5. Mark this Gratitude as USED when the upgrade is purchased.

☛ **Gift of Life**: For donating the *staff of life* to the war effort in Sterich, this PC receives the gratitude of the Church of Pelor in Sterich. This gratitude is repaid in two ways. First, this PC gains access to a *wand of cure moderate wounds* on the Item Access list below. Second, this PC may spend this Gift to gain access to the casting of one free *raise dead* during the play of any Part of the *Red Hand of Doom* adventure (this must take place when the PCs are not engaged in combat and in a location where the Church of Pelor could magically contact and reach the PCs [DM's discretion]). Mark this Gift as USED when it is spent.

☛ **Slew/Captured the Wyrmlord**: This PC's party slew or captured Wyrmlord Koth.

☛ **Victory Points**: This PC has earned ___ Victory Points (of a maximum of 9 VP) during part one of *Red Hand of Doom*.

TU
Starting

8 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:

- ❖ *+1 frost bastard sword* (Adventure; *Dungeon Master's Guide*)
- ❖ *+1 mithral breastplate* (Adventure; *Dungeon Master's Guide*)
- ❖ *+1 mithral chain shirt* (Adventure; *Dungeon Master's Guide*)
- ❖ *Bag of holding, type I* (Adventure; *Dungeon Master's Guide*)
- ❖ *Bracers of armor +3* (Adventure; *Dungeon Master's Guide*)
- ❖ *Elixir of truth* (Adventure; *Dungeon Master's Guide*)
- ❖ *Huge +1 spiked gauntlet* (Adventure; *Dungeon Master's Guide*)
- ❖ Large greataxe (Adventure; *Dungeon Master's Guide*)
- ❖ *Staff of life* (Adventure; *Dungeon Master's Guide*; 7 charges (21,805 gp); Limit 1)
- ❖ *Wand of cure moderate wounds* (CL 3rd; Adventure; *Dungeon Master's Guide*)
- ❖ *Wand of magic missile* (CL 5th; Adventure; *Dungeon Master's 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