Living Greyhawk

This Record Certifies that

_____

Played by_____

Player   RPGA #

Has Completed
Shedding Scales
A Core Adventure
Set in the Rushmoors

Event: _____ **Date:** _____

DM:_____

Signature   RPGA #

Adventure Record#

594 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 400 gp

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

APL 12
max 1,575 xp; 3,000 gp

Blessing of the Church of Lydia – For delivering the children of the worshippers of Lydia safely to Redlee Manor, the Church of Lydia wants to repay you for your bravery. At the end of any Core module, a character with this favor may purchase a *wand of cure light wounds* at standard *DMG* cost. In addition, a character who dies during a Core module may be brought back to Redlee Manor, where that character can receive a *raise dead* or *resurrection* spell at a reduced price (3,500 gp for *raise dead* and 7,000 gp for *resurrection*). The dead character plus one other character at the table must pay 4 extra time units to receive this boon to simulate the transport of the body and the time recovering. The favor is spent if a character is brought back to life.

Enmity of Bylareith – For promising to find him a bluish-black artifact but then giving it to the Redlees, this PC has earned the ire of the halfling relic collector Bylareith Goldtoes. The affect of this will be revealed in future modules.

Favor of the Redlee Family – For helping the Redlee family in its war with the evil forces in the Rushmoors, you have received a favor. This favor can be saved, or used up after any Core module to receive one (and only one) of the following benefits:

__ The *bane*, *frost*, or *spell storing* special quality can be placed on any single weapon as per the *DMG*. The only types of designated foes you can choose for the *bane* are undead or evil outsider. The cost of adding the special quality is the difference between the current price of the weapon and the price with the special enhancement added. This does not count as access for purposes of MIC.

__The character has access to ONE of the following items at the end of any Core module: *phylactery of undead turning, lesser strand of prayer beads, lesser empower metamagic rod,* or *boots of levitation*. Characters must purchase this item at the normal *DMG* price. This does not count as access for purposes of MIC.

__Arcane casters may spend 2 extra time units after any Core mod to study with Stoakdor Redlee Neheli. At the end of this time, the caster will receive a +2 competence bonus to one of the following skills: Knowledge (arcana); or Spellcraft when used in relation to the Rushmoors and the surrounding area. Only usable once.

	TU

Starting TU

2 TU	

TU Cost

-	TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE
*Cross off all items **NOT** found*

APL 2
❖ *None*

APL 4 (all of APL 2 plus the following)
❖ *None*

APL 6 (all of APLs 2-4 plus the following)
❖ *None*

APL 8 (all of APLs 2-6 plus the following)
❖ *None*

APL 10 (all of APLs 2-8 plus the following)
❖ *Wand of Ice Storm (Frequency: Adventure; 7th level caster; DMG)*

APL 12 (all of APLs 2-10 plus the following)
❖ *Arcane Scroll of Lesser Globe of Invulnerability (Frequency: Adventure; 7th level caster; DMG)*
❖ *+2 Greataxe (Frequency: Adventure; DMG)*
❖ *Potion of Shield of Faith [+4] (Frequency: Adventure; DMG)*

	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	

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

This Record Certifies that

_____

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Play Notes:
- ☐ _Gained a level_
- ☐ _Lost a level_
- ☐ _Ability Drained_ _____
- ☐ _Died_
- ☐ _Was raised/res'd_
- ☐ _Was reincarnated_

_____
_____
_____

_Home Region_____

Event: _____ **Date:** _____

DM:_____

Signature   RPGA #

This adventure record must immediately follow the normal Adventure Record for _Shedding Scales_.

☛**Thrall of the Serpent** – This character has touched one of the active scales of the Serpent and succumbed to its power. The affects of this will become clear in future modules.

☛**Stigma of the Serpent** – This character has basked in the power of an active scale of the Serpent and received the Serpent's Stigma. If not also a Thrall of the Serpent, the character has gained a +1 inherent bonus to a random attribute score. It is also possible that the character has received a –1 inherent penalty to his lowest attribute score. In addition, for the next module, the character has light sensitivity (as per the Monster Manual) as is dazzled in bright sunlight or within the radius of a daylight spell.

<stigma of the serpent continued>

Additionally, any attempts to channel positive energy, including turning undead, are made at a –2 penalty. Attempts to channel negative energy are made at +2.

Roll 1d6 for attribute that receives the +1 inherent bonus (circle result)
1 – Strength
2 – Dexterity
3 – Constitution
4 – Intelligence
5 – Wisdom
6 – Charisma

Insert stat that receives the penalty here: _____

	TU
Starting TU

XX TU
TU Cost

-	TU
Added TU Costs

TU REMAINING

	XP
Starting XP

-	**XXXXXX**	XP
XP lost or spent

XXXXXX XP
Subtotal

+	**XXXXXX**	XP
XP Gained

XP
FINAL XP TOTAL

ITEMS FOUND DURING THE ADVENTURE
Cross off all items **NOT** found

NONE

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

-	**XXXXXX**	GP
GP Spent

XXXXXX GP
Subtotal

+	**XXXXXX**	GP
GP Gained

XXXXXX GP
Subtotal

+	**XXXXXX**	GP
GP Gained

XXXXXX GP
Subtotal

-	**XXXXXX**	GP
GP Spent

GP
FINAL GP TOTAL