# Living Greyhawk

## This Record Certifies that

_____

**Played by**_____
Player RPGA #

**Has Completed**

COR6-17 *Something of Value*

**A Core Adventure**
**Set in the Domain of Greyhawk**

**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#

**596 CY**
**ADVENTURE**
**LEVEL OF PLAY**
*(CIRCLE ONE)*

**APL 10**
*max 1,350 XP; 2,300 gp*

**APL 12**
*max 1,575 XP; 3,300 gp*

**APL 14**
*max 1,800 XP; 6,600 gp*

**APL 16**
*max 2,025 XP; 9,900 gp*

**Welcome to Moral Slavery**: You have helped Saal learn dangerous secrets about one or more organizations, and he wants more. You must inform Saal of any secret mission you undertake, making it impossible to give any oath of secrecy truthfully, as well as revealing the secrets of any meta-organization you belong to.

If you worship a good deity and agree to this, you immediately loses any cleric, druid, favored soul, or paladin class ability. Proper *atonement* and spending 10 TUs can rectify the loss of ability, but you are considered to have 'refused' to deal (see below).

If you ever refuses to deal, you must pay one TU extra per Core Adventure as you deal with the slings and arrows of lies and slander cast at him. To remove this AR item you must spend a lump sum of 15 TUs publicly fight to prove your innocence.

**Hunted!**: You have kept a copy of the books. A variety of organizations continue to pursue them for the information they contain.

**An Offer You Shouldn't Have Refused:** You engaged in a devastating fight in Greyhawk City after refusing the Lord Mayor's 'generous' offer. He gives the Thieves' Guild free reign to target you. Lifestyle costs are multiplied by 10 for all adventures set in the Domain of Greyhawk.

If you live off the wild you must still pay 60 gp each adventure to account for various small rip-offs. If you have any favor that reduces or eliminates lifestyle cost, it may not be used for adventures set in the Domain of Greyhawk.

This AR item lasts for one calendar year from the date on the AR.

**Favor of the Meta Realms:** You either sold the books to one of the prospective buyers, or destroyed them and gained the favor of Lyzandred the Mad.

The organization grants 'Access: Any' to the items listed in the item access box below.

| | |
|---|---|
| TU | Starting TU |
| 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 |

## ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 10:
- ❖ *Wand of lesser vigor* (Any; *Spell Compendium*;)
- ❖ *Memento Magic 1st level spell* (Any; *Races of the Dragon*)
- ❖ *Memento Magic 2nd level spell* (Any; *Races of the Dragon*)
- ❖ *Memento Magic 3rd level spell* (Any; *Races of the Dragon*)
- ❖ *Ring of Mighty Summons* (Any; *Complete Mage*)
- ❖ *Strand of Prayer Beads* (Any; DMG)
- ❖ *Deadly Precision weapon upgrade* (Any; *Complete Adventurer*)

APL 12 (all of APL 10 plus the following):
- ❖ *Memento Magic 4th level spell* (Any; *Races of the Dragon*;)
- ❖ *Animated shield upgrade* (Any; DMG)

APL 14 (all of APLs 10-12 plus the following):
- ❖ *Rod of Metamagic Quicken* (Any; DMG)
- ❖ *Memento Magic 5th level spell* (Any; *Races of the Dragon*)

APL 16 (all of APLs 10-14 plus the following):
- ❖ *Vorpal weapon upgrade* (Any; DMG)

***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 Item** _____

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 |