

Living Greyhawk

This Record Certifies that



Play Notes:

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

Adventure Record#

597 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR7-07 Storm Harvest
A Core Adventure
Set in the Kingdom of Sundi

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 6

max 1,800 XP; 1,800 gp

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

APL 14

max 3,600 XP; 13,200 gp

❖ **Rescued Yvaise and Galerus:** For rescuing this couple, you gain Open access to *Insightful Reflexes* (Complete Adventurer), *Enduring Life*, and *Ghost Scarred* (both *Libris Mortis*).

❖ **Bracers of the Magi:** These platinum engraved bracers are covered in arcane symbols. Once a day, on command, they can cast *Rary's mnemonic enhancer*. Moderate transmutation; CL 7, Craft Wondrous Items, *Rary's mnemonic enhancer*; Price 10,000 gp.

❖ **Loose papers:** This pile of papers contains a number of spells (normal scroll cost; APLs stack for access; only pay for spells actually taken; all spells from *Spell Compendium*):

APL 6: 0—*amanuensis*, *stick*; 1st—*cheat*, *ectoplasmic armor*, *nerveskitter*, *ray of clumsiness*, *spontaneous search* 2nd—*blast of force*, *ethereal chamber*, *life bolt*. 3rd—*glowing orb*, *nauseating breath*, *sonorous hum*.

APL 8: 4th—*vortex of teeth*.

APL 10: 5th—*greater dimension door*, *shard storm*, *viscid glob*.

APL 12: 6th—*howling chain*, *transcribe symbol*, *shadowy grappler*

APL 14: 7th—*radiant assault*, *solipsism*

❖ **Deep Blue Polyhedron Ioun Stone:** This many-faceted stone grants its owner a better grasp of the rules of magic, allowing her to gain bonus 0-level spells from a high ability score in the same manner (and number) as 1st-level spells. Moderate transmutation; CL 12, Craft Wondrous Items; Price 2,000 gp.

❖ **Ring of the Apprentice:** If worn continuously by a spellcaster who prepares spells, this ring bestows a bonus 1st-level slot (after 24 hours to get attuned). If the wearer has multiple spell lists, he must choose which one is affected by the ring. Moderate (no school); CL 11th, Craft Ring, *limited wish*; Price: 1,000 gp

❖ **Crown of Sundi:** For your help, the crown grants you frequency "any" to any two items listed under Item Found to which you gained Adventure access. List the chosen items here:

1 _____ 2 _____

❖ **Thanks of Che-Kanan:** In thanks for returning him to life, Che-Kanan promises to seek out the *garb of the hunting cat* (*Magic Item Compendium*) for you. You must pay full normal price for each part of the set (*claw gloves*, *mantle of the predator*, and *mask of the tiger*). It costs an additional 1 TU to acquire each item.

TU

Starting TU

4 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

- ❖ Spellbook protections (Adventure; Complete Arcane)
- ❖ Boots of speed (Adventure; DMG)
- ❖ Bracers of the magi (Adventure; see above)
- ❖ Eyes of the eagle (Adventure; DMG)
- ❖ Goggles of minute seeing (Adventure; DMG)
- ❖ Deep blue polyhedron ioun stone (Adventure; see above)
- ❖ Pearl of power (1st-level) (Adventure; DMG)
- ❖ Ring of the apprentice (Adventure; see above)
- ❖ Spellsight spectacle (Adventure; Complete Adventurer)
- ❖ Wings of flying (Any; DMG)
- ❖ Greater truedeath crystal (Adventure; Magic Item Compendium; 10,000 gp)

APL 8 (all of APL6 plus the following)

- ❖ Pearl of power (2nd-level) (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ Pearl of power (3rd-level) (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ Pearl of power (4th-level) (Adventure; DMG)

APL 14 (all of APLs 6-12 plus the following)

- ❖ Pearl of power (5th-level) (Adventure; DMG)
- ❖ Dusty rose ioun stone (Adventure; DMG)
- ❖ Pale green prism, ioun stone (Adventure; DMG)
- ❖ Orange prism ioun stone (Adventure; 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

Subtotal

GP

FINAL GP TOTAL