

Living Greyhawk



This Record Certifies that

Played

by _____
Player _____ RPGA #

Has Completed
Torrocks Legacy
 A Regional Adventure
 Set in The Bandit Kingdoms

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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

• **Blackjack's Stash:** Major Blain has offered to sell the items that Blackjack was carrying at the time he was turned over to him at Little Hills Fort. The items marked with an asterisk below are Frequency: Regional.

• **Invitation to Lord Mortoth's Ball:** This PC has found a champion's invitation to Lord Mortoth's Ball. With this invitation, the PC can get a forgery good enough to get himself and five others that serve as his or her retinue into the Ball. Lord Mortoth's Ball takes place at the MillenniumCon 2004 interactive "Where Angels Fear to Tread". Only one PC per table may use the invitation in such a fashion.

• **Notice of Lady Xavendra:** By turning over her stash of stolen papers to one of her servants you have attracted the Xavendra's notice. While she is grateful you returned the papers to her, she can't help but wonder how you found them in the first place. She is taking efforts to keep track of your career and if you should ever encounter you she will know who you are.

• **Favor of Major Blain:** By rescuing the family of Major Blain, you have won his undying gratitude. This favor will count as an influence point with a Bandit Kingdoms meta-organization that will be announced on the regional website (www.bandit-kingdoms.net) in the near future.

• **Disfavor with Major Blain:** Major Blain has come to believe that you are untrustworthy and will be disinclined to seek out you out for assistance in the future. This disfavor will automatically remove the next influence or favor that you might gain from Major Blain.

TU

Starting TU

I 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

APLs 2-4

- ❖ +1 mithral shirt (Adventure, 2,100 gp, DMG)
- ❖ +1 slick silent moves mithral shirt (Adventure, DMG)*
- ❖ Cloak of resistance +2 (Adventure, DMG)*
- ❖ Horseshoes of speed (Adventure, DMG)*
- ❖ Bridle of ease (Adventure, AE&G)*

APL 6 (all of APLs 2-4 plus the following)

- ❖ Pearl of power (1st level) (Adventure, DMG)
- ❖ Lens of detection (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following)

- ❖ +1 seeking composite longbow (+3 Str) (Adventure, 8,700 gp, DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ +2 mithral chain shirt (Adventure, 5,100 gp, DMG)
- ❖ Incandescent blue sphere ioun stone (Adventure, DMG)
- ❖ Ring of counterspells (Adventure, DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ +1 seeking composite longbow (+4 Str) (Adventure, 8,800 gp, DMG)
- ❖ Cloak of resistance +3 (Adventure, DMG)
- ❖ Lesser bracers of archery (Adventure, DMG)
- ❖ Pearl of power (2nd level) (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

FINAL GP TOTAL