

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

BDK7-06 – Trouble at Harpy Hollow
A Regional adventure set in the **Bandit Kingdoms**



Play Notes:

- Gained a level _____
- Retrained _____
- Lost a level _____
- Ability Drained _____
- Died _____
- Was raised/resurrected _____
- Was reincarnated _____



Adventure Record#

597 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,125 gp

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

Home Region _____

☛ **Favor of the Johrase:** Citizens of Johrase gain Regional access to the following: *medal of gallantry* and *surcoat of valor*; *charging* and *impact* weapon upgrades (MIC).

☛ **Favor of Shining Rock:** You gain Regional access to the following items: *everlasting feedbag*^{MIC}, *everlasting rations*^{MIC}, *horseshoes of the zephyr*, *horseshoes of speed*.

☛ **Touched by the Horror:** The memory of the slaughter of the innocent children is causing you to have nightmares. You start all future adventures with the shaken and fatigued conditions. If the conditions are somehow removed during an adventure, you still start the next adventure shaken and fatigued as the nightmares return. A *remove curse* cast at CL 15 will end these nightmares permanently.

Failure to comply with these conditions will imply that your character has embraced the dark terrors. Your PC's alignment will switch to Evil and your PC will be retired from play.

☛ **Enmity of Arvad Michelson:** Arvad has instructed his minions to target you whenever they see you. +1 WCI (Insurgent).

☛ **Gratitude of Ilyena []:** This IP may be spent to gain one of the following benefits (circle when used and record the AR #):

- 1) Regional access to the following items: *collar of healing*, *goodberry bracelet*, *hair shirt of suffering*, *shirt of the treant* (MIC). Members of the Old Faith Druids of the Northern Reaches gain Regional access to the items listed above without spending the IP.
- 2) One Open druid spell of 5th level or lower cast for free by Bellamoh, ranking Druid of the Old Faith in the Combination of Free Lords (you must still pay all material costs and 5 gp per xp required by the spell).
- 3) Good PCs may spend this IP and 4 TUs to gain one male giant owl cohort (ECL 6). He will always have a Neutral Good alignment and starts with the feats *Alertness* and *Wingover*; its ability scores are listed below. For an additional 6 TUs, you may work with Ilyena and the giant owl to train it to bear a rider in combat. As a nocturnal creature, if he is active for more than an hour during the day, he will be fatigued until he gets 8 hours of rest. He needs a shady place to sleep during the day; he is very demanding about that. He prefers to eat dire rats.

Abilities Str 23, Dex 20, Con 14, Int 10, Wis 17, Cha 8.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU

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 2:

- ❖ *Armband of elusive action* (Adventure; MIC)
- ❖ *Boots of agile leaping* (Adventure; MIC)
- ❖ *Hat of disguise* (Adventure; DMG)
- ❖ *Pearl of speech* (Flan) (Adventure; MIC)

APL 4 (all of APL 2 plus the following):

- ❖ *Boots of stomping* (Adventure; MIC)
- ❖ *Bracers of quick strike* (Adventure; MIC)
- ❖ *Ring of silent spells* (Adventure; MIC; limit 1)

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

- ❖ +1 *glamered breastplate* (Adventure; DMG; 4,050 gp)
- ❖ +1 *illuminating longsword* (Adventure; MIC; 2,815 gp)
- ❖ *Third eye improvisation* (Adventure; MIC; limit 1)

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

- ❖ +1 *displacement glamered breastplate* (Adventure; MIC; 7,050 gp)
- ❖ +1 *full plate of nimbleness* (Adventure; MIC; 5,650 gp)
- ❖ *Ring of the darkhidden* (Adventure; MIC; limit 1)

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