

# Living Greyhawk

This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

has completed  
**FUR7-07 – Of Noble Spirit**  
 A Regional adventure set in **Furyondy**



### 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 4**

max 675 xp; 650 gp

**APL 6**

max 900 xp; 900 gp

**APL 8**

max 1,125 xp; 1,300 gp

**APL 10**

max 1,350 xp; 2,300 gp

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
 Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

☛ **Influence Point with the Furyondy Mage Council:** If you have the Ring of the Arcane you may expend this IP and 7,500 gp to upgrade it with the powers of a ring of *mystic defiance* (MIC).

☛ **Ally of Thimme de Levine:** You have sworn an oath to ally with Thimme in his quest to save Furyondy from impending chaos. As his ally, you are entitled to purchase one of the following:

❖ A scroll of one the following spells: *blade of blood* (PHB2), *channeled lifethief* (CM), *finger of agony* (CM), *incorporeal nova* (SpC), *life bolt* (SpC), *prickling torment* (CM).

❖ One of the following greater crystals (all MIC): *lifedrinking*, *lifekeeping*, *truedeath*.

☛ **Wrath of Thimme de Levine:** You have a dangerous and powerful enemy.

☛ **Life of the Party:** You gain regional access to all items found during this adventure and one influence point with a Furyondy noble house or organization that attended the party (circle): Barony of Littleberg, Duchy of the Reach, Barony of Wilip, Furyondy Military, Furyondy Mage Council, Twilight Hunters.

☛ **Influence Point:** You have earned an influence point with the metaorganization listed below. Until you spend this influence point, you are granted regional access to the following items from *Complete Champion*: *book of all knowledge*, *bastion of righteous war*, *helm of righteous war*, and *blade of righteous war*.

☛ **Influence Point with (circle one) Gold County / Littleberg / Twilight Hunters:** Until you spend this influence point, you are granted regional access to the following items from *Complete Scoundrel*: *bladeshimmer*, *panic button (any)*, *wheel of fortune* (limit 1).

☛ **pin de Levine:** When worn (which does not take up a body slot), this pin allows you to activate the effect of an *unseen servant* spell once per day as a standard action. Moderate conjuration and divination; CL 1st; cannot be crafted; 720 gp; Weight: –.

☛ **Attention of a Vampire:** Your brave actions have earned you the attention of deadly enemy.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ *blessed bandage* (Adventure; MIC)
- ❖ *daylight pellet* (Adventure; MIC)
- ❖ *electric eel elixir* (Adventure; MIC)
- ❖ *everlasting rations* (Adventure; MIC)
- ❖ *greater skill shard* (Knowledge (Local [Iuz's Border States])) (Adventure; MIC; limit 3)
- ❖ *pin de Levine* (Adventure; see above)
- ❖ *porcupine elixir* (Adventure; MIC)
- ❖ *skill shard* (Bluff) (Adventure; MIC)
- ❖ *talisman of the disk* (Adventure; MIC)
- ❖ *wink brooch* (Adventure; MIC)

APL 6 (all of APL 4 plus the following):

- ❖ *deathstrike bracers* (Adventure; MIC; limit 1)

APL 8 (all of APLs 4-6 plus the following):

- ❖ *elixir of reckoning* (Adventure, DMG2)
- ❖ *beetle elixir* (Adventure, MIC)
- ❖ *vial of icy sheets* (Adventure, MIC)

APL 10 (all of APLs 4-8 plus the following):

- ❖ *greater skill shard* (Bluff) (Adventure; MIC; limit 3)

### 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

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