Living Greyhawk

This Record Certifies that

_____
Played

by_____
Player   _RPGA #_

Has Completed
Axes in the Night
A Regional Adventure
Set in Highfolk

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 360xp; 400gp

APL 4
max 525xp; 600gp

APL 6
max 690xp; 800gp

☞ **Influence Point with the Church of Ehlonna**

☞ **Favor of the Helping Hands of Ehlonna:** For your efforts to clear the name of the wrongly accused Seraphina and bring the true murderer to justice, you have earned the attention of those who watch over the orphaned children. This favor may be redeemed following any Highfolk regional module to give the PC one time access to training that will unlock mastery over the spells _conviction_ and _divine protection_ (from the Miniatures Handbook). If the PC chooses to not take advantage of this, they may instead be granted one time adventure access (when the favor is spent) to purchase one vial of _Keoghtom's ointment_.

	TU
Starting TU	

1 or 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 2:
- ❖ _Elixir of fire breath_ (Adventure, DMG)
- ❖ _Wand of charm person_ (Adventure, DMG)
- ❖ Sparkstone (Adventure, A&EG)
- ❖ _Wand of summon nature's ally I_ (Adventure, CL 3, DMG)
- ❖ _Heward's handy haversack_ (Adventure, DMG)

APL 4 (all of APL 2 plus the following):
- ❖ _Elemental gem (earth)_ (Adventure, DMG)
- ❖ _Wand of summon nature's ally II_ (Adventure, CL 3, DMG)
- ❖ _Wand of cure light wounds_ (Adventure, CL 1, DMG)

APL 6 (all of APLs 2-4 plus the following):
- ❖ _+2 rapier_ (Adventure, DMG)
- ❖ _Wand of summon nature's ally III_ (Adventure, CL 5, 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 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	