Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

Goblin Knights

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#

595 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

APL 6

max 690xp; 900gp

APL 8

max 855xp; 1,300gp

APL 10

max 1,020xp; 2,300gp

APL 12

max 1,185xp; 3,300gp

Influence Point with the Guildsmen of the High Art

Trennor's Favor: This favor functions as one Influence Point with the Temple of Change in Highfolk Town.

Favor of Daimon Truflame – As thanks for your help, Daimon has offered the services of several of the mages in the guild. The guild will upgrade any armor, weapon, or set of *bracers of armor* with ANY non-Restricted enhancement (up to +2) in the DMG. In addition to this, he will enhance the weapon or armor at only three-quarters the cost. This favor is only for one piece of armor or weapon. Write down the enhancement and article chosen in the line below once this favor is used:

_____

Special Teachings: After some time away, your giant owl has gained 4 points of Strength and Dexterity, and 2 points of Constitution, Intelligence and Wisdom. These are not bonuses. They are increases to ability scores.

Favor of Seraphina – In thanks for helping her and the grugach children, Seraphina has given you a ticket to purchase a very special doll of her make. You may purchase one, and only one, *doll of valiant fury.*

Doll of Valiant Fury: Once per day, this doll may incite within its bearer a sense of righteous fury. As a standard action, the bearer may activate the doll by holding it and shouting "Incite me!" in Halfling. The bearer gains a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saves.

In addition, when making a full attack, the bearer may make one additional attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with similar effects.

The effect lasts for 9 rounds, and can be dispelled at 9th caster level. The doll may only be used 10 times before it becomes nonmagical.

Moderate evocation; this item may not be crafted; Price 3,240 gp. Limit one per PC.

TU

Starting TU

1 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

- ❖ *Doll of valiant fury* (Regional, limit one, see above)
- ❖ *Bracers of armor +3* (Adventure, DMG)

APL 8 (all of APL 6 plus the following)

- ❖ *Wand of lightning bolt (5th level)* (Advenrure, DMG)
- ❖ *Scroll of feeblemind* (Adventure, DMG)
- ❖ *Cloak of resistance +2* (Adventure, DMG)

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

- ❖ *Slippers of spider climbing* (Adventure, DMG)
- ❖ *Bracers of armor +5* (Adventure, DMG)

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

- ❖ *Cloak of resistance +3* (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