Living Greyhawk

This Record Certifies that

_____
Played

by_____

Player   RPGA #

Has Completed
The Root of the Problem
A Regional Adventure
Set in Highfolk

Adventure Record#

596 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

🗡 **Greatstar:** This is a two-handed morningstar, sometimes found in the employ of evil humanoids. It is a martial weapon, and has the following statistics:

Cost: 35 gp; Dmg (S): 1d10; Dmg (M): 1d12; Critical: x2; Weight: 12 lb.; Type: Bludgeoning and Piercing.

☞ **Favor of Magliana**: You have performed a valuable service for the Blood Owls. When the PC exercises this favor, Magliana will arrange for an upgrade any one magical weapon that the PC owns with a +1 bonus. This favor counts only as access and the PC must pay the difference in market value for the upgrade. Until this favor is expended, the character is deemed to have an Influence Point with the Blood Owls.

☞ **5ᵗʰ District Meritorious Service Recognition:** You have successfully accomplished the survey of the Roots. This recognition could prove valuable in the future.

	TU
Starting TU	

	I TU
TU Cost	

-	TU
Added TU Costs	

TU REMAINING	

ITEMS FOUND DURING THE ADVENTURE
Cross off all items **NOT** found

APL 2
- ❖ *Elemental gem (earth)* (Adventure, DMG)
- ❖ *Dust of tracelessness* (Adventure, DMG)
- ❖ *Unguent of timelessness* (Adventure, DMG)

APL 4 (all of APL 2 plus the following)
- ❖ *Goggles of minute seeing* (Adventure, DMG)

APLs 6-8 (all of APLs 2-4 plus the following)
- ❖ *Masterwork greatstar* (Adventure, see above)

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

	XP
Starting XP	

-	XP
XP lost or spent	

	XP
Subtotal	

+	XP
XP Gained	

	XP
FINAL XP TOTAL	

	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	