

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
HIG7-02 – Against the Grain
A Regional Adventure
Set in Highfolk



Play Notes:

- Gained a level _____
- Retrained _____
- Lost a level _____
- Ability Drained _____
- Died _____
- Was raised/res'd _____
- Was reincarnated _____

Adventure Record#

597 CY
ADVENTURE

Home Region _____

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 # _____

☛ Favor of Ormnall the Bearhound: You have performed a valuable service that saved the life of Ormnall. If you are an elf or half-elf, one of Ormnall's woodland charges is now available to you. You may select an elven hound (also known as a cooshee - *Races of the Wild*, p. 189) as an animal companion or cohort, even though the creature is a magical beast. For the purpose of spells that affect animals, as well as the use of Handle Animal or Wild Empathy on the elven hound, it is treated as an animal. If you do not meet these requirements to take this animal companion or cohort, the cooshee will wait until you do. You may only use this favor once; if the elven hound dies, you may not gain another using this favor.

☛ Friend of the Fey: If you are a member of the Rangers of the Vesve, any of the Elven Clans except Clan Llelyuna, Paths of Enlightenment – Harmonious Way, or Temple Affiliation – Hearth of the Unicorn's Heart, all items from this AR, including from favors, are Regional access.

☛ Favor of Koop: You have performed a difficult task for Koop; his generosity is great. Through his contacts, he makes available one feycraft version of an item to which you have Open access; this may be a weapon (including *sylvan scimitar*), armor (including the *glamered*, *silent moves*, *improved silent moves*, or *greater silent moves* enhancements), or shield (including *winged shield*). Write the item below when you have used this favor.

☛ Gift of the Fey: Having helped the fey, they bestow a great gift upon you. You are granted Adventure access to the following items: *dust of appearance*, *dust of disappearance*, *dust of dryness*, *dust of illusion*, *dust of tracelessness*, *elixir of love*, *clear spindle ioun stone*, and *rod of wonder*. In addition, you are considered Touched by the Fey. When you have been Touched by the Fey three times, please contact the Highfolk Triad.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

All APLs:

- ❖ *Amulet of warmth* (Adventure; RDr)
- ❖ *Soft hand gloves* (Adventure; RDr)
- ❖ *Belt of hidden pouches* (Adventure; MIC)
- ❖ *Armbands of might* (Adventure; MIC)
- ❖ *Spellsight spectacles* (Adventure; MIC)

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

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 _____

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

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