Living Greyhawk

This Record Certifies that

Character Name — Classes and Levels

Player Name — RPGA #

Has Completed

HIG7-03 – *Lost in the Dark*

A Regional Adventure
Set in Highfolk

Play Notes:

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

_____

_____

Home Region_____

Event: _____ **Date:** _____

DM: _____
Signature — RPGA #

Adventure Record#

597 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 450 gp

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

☛ **The Servant's Favor**: You have the favor of the Servant. What this entails you do not know.

☛ **Spell Lore**: You gain Open access to the alternate class feature Focused Specialist (PH2).

☛ **It's Good To Be Devoted**: PCs that are Devoted of the Green and White change their access from Adventure to Regional for the items below marked '†'.

☛ **Join Circle of the True**: You gain Open access to the prestige class Abolisher (*Lords of Madness 182*).

☛ **Join Darkrunner's Guild**: You gain Open access to the prestige class Darkrunner. If you ever take a level in the Darkrunner prestige class, you receive access (Any) to purchase the *Darkrunner Emblem* (*Lords of Madness 186*).

Dark Text of Tharizdun: You possess a tattered scroll written in a cryptic code. What can be deciphered extols the worship of Tharizdun.

Lorekeeper's Spellbook

I: *babau slime, enlarge person, fist of stone, mage armor, shield*

II: *balor nimbus, bear's endurance, bull's strength, earth lock, expeditious retreat (swift), fearsome grapple, resist energy*

III: *arms of plenty, fuse arms, hamatula barbs, haste, undulant innards*

IV: *clairaudience/clairvoyance, Evard's black tentacles, flame whips, resistance (greater), stoneskin*

V: *blink, enlarge person (greater), gutsnake, mass enlarge person, mass reduce person, telekinesis, wall of stone*

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:
- ❖ Dwarvencraft dwarven waraxe (Adventure; 630 gp; RoS)
- ❖ Dwarvencraft full plate (Adventure; 1,800 gp; RoS)
- ❖ Dwarvencraft heavy steel shield (Adventure; 320 gp; RoS)
- ❖ Lorekeeper's spellbook I (Adventure, 500 gp) †
- ❖ *Wand of acid splash* (Adventure; 375 gp; DMG) †

APL 4 (all of APL 2 plus the following):
- ❖ Lorekeeper's spellbook II (Adventure, 1400 gp) †
- ❖ *Tunic of steady spellcasting* (Adventure; MIC) †

APL 6 (all of APLs 2-4 plus the following):
- ❖ Carrion crawler brain juice (Adventure; DMG)
- ❖ Fast donning straps (Adventure; RoS)
- ❖ Lorekeeper's spellbook III (Adventure, 1500 gp) †
- ❖ Masterwork dire pick (Adventure; 330 gp; CW)
- ❖ *Potion of babau slime* (Adventure; 50 gp; SpC) †
- ❖ *Potion of resurgence* (Adventure; 50 gp; SpC) †
- ❖ Shield sheath (Adventure; RoS)

APL 8 (all of APLs 2-6 plus the following):
- ❖ *Cloak of elemental protection* (Adventure; MIC) †
- ❖ Lorekeeper's spellbook IV (Adventure, 1900 gp) †
- ❖ *Screaming bolt* (Adventure; DMG) †
- ❖ *Universal solvent* (Adventure; DMG) †

APL 10 (all of APLs 2-8 plus the following):
- ❖ *+1 dire pick* (Adventure; 2,330 gp; CW)
- ❖ Lorekeeper's spellbook V (Adventure, 3900 gp) †

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