Living Greyhawk

This Record Certifies that

_____ _____
Character Name   *Classes and Levels*

_____ _____
Player Name   *RPGA #*

has completed

HIG7-07 – Faerly Moot
A Regional Adventure set in **Highfolk**

Adventure Record#

597 CY ADVENTURE

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

☞ **Favor of Leaijrn Greenoak**: If you are already a member of the Rangers of the Vesve, you receive a promotion, from Protector to Woods Lieutenant, or from Woods Lieutenant to Forest Captain.

☞ **Favor of Yanesh**: You receive a nomination for membership in the Knights of the High Forest at the next induction.

🛡 **Mask of the Wolf**: A part of the four piece magical item set knows as the *raiment of the wood*, this steel mask is covered with wolf fur and fitted with actual wolf's teeth. While worn, it provides you with the benefit of the Track feat (or, if you already have that feat, a +5 circumstance bonus on Survival checks). In addition, you gain the Scent ability.

The collection benefits for wearing any combination of two parts of the *raiment of the wood* grant the ability to *feather fall* at will. This item cannot be crafted and functions only for PCs who are Devoted of the Green and White.

Price (Item Level): 4,000 gp; **Body Slot:** Face; **Caster Level:** 7th; **Aura:** Moderate; (DC 18) transmutation; **Activation:** --; **Weight:** 1 lb.

☞ **Animal Magnetism**: You are experiencing the lingering effects of your transformation into animal form. You gain the following benefit, corresponding to the animal into which you were transformed (Circle animal). The benefit may be used 3 times; if you played the adventure as part of a Highfolk Adventuring Company table, the benefit may be used 10 times. The benefit lasts for 3 rounds and has a CL of 5, unless otherwise specified.

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Wolf pup: Trip (as wolf, on any successful melee attack)
Wild pig: Rage (as Barbarian)
Bear cub: +5 to grapple checks
Squirrel/Chipmunk: Fleet of Foot
Cardinal: *fly*
Groundhog/Mole/Weasel: Combat Expertise
Fawn: +5 ft. movement
Rat/Mouse: *forestfold* (SpC)
Snake/Lizard: Combat Reflexes
Rabbit: Scent
Raccoon: Darkvision 60' (3 minutes)
Skunk: *stinking cloud* (adjacent 5 ft. square, DC 14)
Fox: *pass without trace* (3 minutes)

TU	
	Starting TU
1 or 2 TU	*TU Cost*
- _____ TU	*Added TU Costs*
_____ TU	*TU REMAINING*

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

APL 4:
- ❖ *Blight stone* (Adventure; *MIC*)
- ❖ *Greatreach bracers* (Adventure; *MIC*; limit 1)
- ❖ *Life ring* (Adventure; *MIC*)
- ❖ *Mask of the wolf* (Regional; see above)
- ❖ *Metamagic rod of extend, lesser* (Adventure; *DMG*)
- ❖ *Pearl of power, 1st level* (Adventure; *DMG*)

APL 6 (all of APL 4 plus the following):
- ❖ *Amulet of teamwork* (Adventure; *MIC*)
- ❖ *Blighter's hex eye* (Adventure; *MIC*)
- ❖ *Ring of communication* (Adventure; *MIC*)
- ❖ *Ring of piercing spells* (Adventure; *MIC*)

APL 8 (all of APLs 4-6 plus the following):
- ❖ *Collar of healing* (Adventure; *MIC*)
- ❖ *Farspeaking amulet* (Adventure; *MIC*)
- ❖ *Summoner's totem* (Adventure; *MIC*)
- ❖ *Wilding clasp* (Adventure; *MIC*)

APL 10 (all of APLs 4-8 plus the following):
- ❖ *+1 dislocator rapier* (Adventure; *MIC*; 8,320 gp)
- ❖ *Figurine of wondrous power – onyx dog* (Adventure; *DMG*)
- ❖ *Scentblinder* (Adventure; *MIC*)
- ❖ *Torc of heroic sacrifice* (Adventure; *MIC*)

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 _____

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*