

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

HIG7-09 – Anathema

A Regional Adventure set in **Highfolk**



Play Notes:

- Gained a level _____
- Retrained _____
- Lost a level _____
- Ability Drained _____
- Died _____
- Was raised/resurrected _____
- Was reincarnated _____



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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Calandryen's Boon:** In exchange for your pledge to help the Timeless Tree in the impending battle, Calandryen one of her allies teach you the following druid spells: *babau slime*, *blindsight*, *dawn*, *earthbind*, *fireward*, *mass surefooted stride*, *summon greater elemental*.

☛ **Favor of the Tree:** Aradaneth of the Timeless Tree teaches you how to cast *energized shield lesser*, *energized shield*, and *shield of warding*. She also offers to sell you her *+1 ranged heavy steel shield* with masterwork spikes (4,480 gp), and can add the *bashing*, *daylight* and/or *energy immunity (acid)* enhancements to it; she will enchant only this shield.

☛ **Verdant Oath:** You have taken the Verdant Oath to reaffirm your loyalty to Clan Oronodel and the Vesve. Doing so has turned your skin a bright green and given you the ability to *treestride* (as the spell) once per day in the Vesve as a standard action with a range of sixty feet. You lose your +2 racial saving throw bonus versus enchantment spells and effects while this oath remains in effect.

☛ **The Lady's Favor:** This gift from Talavain is a 3-inch oaken disk that depicts a large tree with a female elf's face overlaid upon it; what appears to be a glowing ball hovers behind the tree. This disk is non-magical.

☛ **Philidor's Gift:** The simulacrum of Philidor gives you a small token of his appreciation in the form of a tiny blue doll. Squeezing the doll's midsection, head, or right hand grants you the effects of, respectively, *greater mage armor*, *greater dimension door*, or *greater enlarge person* at CL 10; your skin turns blue for the duration of the spell plus 1 hour. After one use, the doll becomes nonmagical.

☛ **Mask Piece:** This piece comes from a broken, elegant, porcelain mask that has been broken. This is the only piece you could find – the round forehead and smooth eye-ridges of a scaly-skinned female. The piece radiates faint transmutation magic. Only one character may take this shard, and it is added to the MIL at no cost.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ *Boots of agile leaping* (Adventure; MIC)
- ❖ *Contact medallion* (Regional; MIC) ^P
- ❖ *Eagleclaw talisman* (Adventure; MIC)
- ❖ *Healing belt* (Regional; MIC; limit 1) ^P
- ❖ *Ring of brief blessing* (Regional; MIC; limit 1) ^P

APL 6 (all of APL 4 plus the following):

- ❖ *+1 flaming battleaxe* (Adventure; MIC; 8,310 gp)
- ❖ *+1 wounding hand axe* (Adventure; MIC; 18,306 gp)
- ❖ *Bracers of arcane freedom* (Adventure; MIC; limit 1)
- ❖ *Brute ring* (Adventure; MIC; limit 1)
- ❖ *Cloak of displacement, minor* (Regional; DMG) ^P
- ❖ *Dragon spirit cincture* (Adventure; MIC)
- ❖ *Lore gem* (Regional; MIC) ^P

APL 8 and 10 (all of APLs 4-6 plus the following):

- ❖ *+1 acidic burst battle axe* (Adventure; MIC; 18,310 gp)
- ❖ *+1 moderate fortification leather armor* (Adventure; DMG; 16,160 gp)
- ❖ *Casting glove* (Regional; MIC)
- ❖ *Circlet of mages* (Adventure; MIC; limit 1)
- ❖ *Dragon mask* (Adventure; MIC; limit 1)
- ❖ *Dragonfang gauntlets* (Adventure; MIC)
- ❖ *Dragonscale cloak* (Adventure; MIC)
- ❖ *Eyes of truth* (Regional; MIC; limit 1) ^P
- ❖ *Helm of heroes* (Adventure; MIC; limit 1)

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

TU
Starting TU

1 or 2 TU
TU Cost

- TU
Added TU Costs

TU
TU REMAINING

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