

# Living Greyhawk

This Record Certifies that



## Play Notes:

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

Adventure Record#

**598 CY**  
**ADVENTURE**

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

has completed

**HIG8-06 – Dawn**

A Regional Adventure set in **Highfolk**

**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

**APL 12**

max 1,575 xp; 3,300 gp

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

Home Region \_\_\_\_\_

☛ **Child of Destiny:** You may call upon the well of fate to stave off death, so that you might meet your destiny. You may expend this favor if taken to -10 or below by a single attack; you are instead placed at -8 (though not stable). Cross off this favor when used.

☛ **Wages of Sin:** Your close ally, Svatek Grimblood the cleric of Iuz, wishes to further cement your alliance. Svatek gives you a magical cat-o-nine-tails that you may use to flagellate yourself as a standard action that provokes an attack of opportunity. You may use this whip once to summon a demon that stays for one round to use one of its spell-like abilities as you designate. The demon will not attempt to summon other demons. Once you have used the whip, it explodes in flames and crumbles to ash, destroyed. You may summon the demon listed for your APL or lower: 4-dretch; 6-quasit; 8-babau; 10-vrock; 12-hezrou. This is an evil act.

☛ **Favor of Leajirn Greenoak:** You have rescued Lord Marshal Learjn Greenoak from the clutches of the Dawn. This favor counts as a commendation for the Rangers of the Vesve and awards access to the items marked with \*. If you are Devoted of the Green and White, you also gain access to the items marked with a †.

☛ **Contact - Steerpike:** You have made contact with Steerpike, who might share gardening tips with you in the future.

☛ **Wooden Heart Gloves:** These leather gloves are inlaid with alchemically treated leaves surrounding a holy symbol of Ehlenestra. The gloves grant a +1 dodge bonus to AC and acid resistance 5. 1/day, as an immediate mental action, the wearer gains moderate fortification until the beginning of their next turn.

*Collection benefits:* wearing two parts of the raiment of the wood set grants the ability to feather fall at will; three parts grants the ability to treeshape as a 3rd-level druid 1/day; four parts grants evasion (or a +4 competence bonus to Reflex saving throws if you already have evasion) 1/day as an immediate mental action that lasts until the beginning of your next turn. This item functions only for PCs who are Devoted of the Green and White.

**Price (Item Level):** 9,100 gp (12th); **Body Slot:** Hands; **CL:** 7th; **Aura:** moderate; (DC 18) transmutation; **Activation:** — or immediate (mental); **Weight:** — lb. Cannot be crafted.

☛ **Influence Point with Church of Ehlonna (Qualsten only)**

☛ **Influence Point with Merchant Guilds of Highfolk**

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ **Wooden heart gloves** (Adventure/Regional; see above)
- ❖ **\*Gloves of spell disruption** (Adventure; MIC)
- ❖ † **Badge of Valor** (Adventure; MIC)

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

- ❖ **Javelin of lightning** (Adventure; DMG)
- ❖ **\*Boots of the battle charger** (Adventure; MIC)
- ❖ † **Cirlet of solace** (Adventure; MIC)

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

- ❖ **\*True strike gauntlets** (Adventure; MIC)
- ❖ † **Horn of resilience** (Adventure; MIC)

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

- ❖ **Belt of one mighty blow** (Adventure; MIC)
- ❖ **\*Necklace of fireballs V** (Adventure; DMG)
- ❖ † **Raptor arrow** (Adventure; MIC)

APL 12 (all of APLs 4-10 plus the following):

- ❖ **\*Owl feather armor** (Adventure; MIC)
- ❖ † **Helm of the hunter** (Adventure; MIC)

## 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