

Living Greyhawk



This Record Certifies that

Played

by

Player

RPGA #

Has Completed
Madness Falls

A Meatregional Adventure
Set in Iuz's Border States

Play Notes:

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

Adventure Record#

594 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

APL 14

max 1,800xp; 6,600gp

Insanity. You were driven mad by the vapors of the Madness Falls. You are now afraid of _____. Whenever you are faced with the subject of your fear, you must make a Will save (DC 18) or do everything in your power to avoid it. At the end of each adventure, you may make a Will save (DC 18) to overcome the insanity. In any event, it vanishes after three adventures. Mark down the number of adventures your character was insane. It can also be cured by a *break enchantment*, *heal*, *limited wish*, *miracle* or *wish*. If your character manages to stay insane for three complete adventures, your character heals, but gains a +2 circumstance bonus to saves versus fear for the next 52 TU.

Favor of Moradin. You put the dwarf miners to rest (or rescued them). As a result, Moradin favors you. At any time as a free action, you may (out loud and with great vigor) call upon Moradin and ask for his aid. You will receive the benefits of both a *divine favor* and a *bear's endurance* as if they were cast at 10th level. Cross this favor off when used.

Mining Rights. If you managed to clear the entire mine of dangers and managed to remove the curse on the river, you are able to sell the mining rights. For the next 20 regional, metaregional and standard core adventures, you gain 100 gold pieces, not to exceed the maximum allowable gold pieces for the APL of the scenario played.

Chunk of Adamantine. You may have a weapon or one stack of ammunition (50 arrows, bolts or sling bullets) crafted from Adamantine. You must pay the normal costs for this weapon. This weapon must be purchased within three events of this AR. Write Used across this text when redeemed.

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 6:

- ❖ *Hat of disguise* (Adventure, DMG)
- ❖ *Rod of cancellation* (Adventure, DMG)

APL 8: (All of APL 6 plus the following)

- ❖ *Lesser bracers of archery* (Adventure, DMG)
- ❖ *Quaal's feather token – swan boat* (Adventure, DMG)

APL 10: (All of APLs 6-8 plus the following)

- ❖ *Deck of illusion* (Adventure, DMG)

APL 12: (All of APLs 6-10 plus the following)

- ❖ *Candle of invocation* (Adventure, DMG)
- ❖ *Robe of bones* (Adventure, DMG)

APL 14: (All of APLs 6-12 plus the following)

- ❖ *Amulet of health +6* (Adventure, DMG)

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