

# Living Greyhawk



This Record Certifies that

Played

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA #

Has Completed  
***Shadows of a Dread City***  
 A Metaregional 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 4

max 675xp; 650gp

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

**Favor Of The Saved Ones Church:** At the end of this scenario, a PC gains this favor if the party rescued at least one cleric or paladin from Kendragund Keep. It entitles the PC to one free *Raise Dead* ceremony should the need ever arise. The PC must still pay in XP and level loss, however. Once this favor is used, it should be struck through, signed off by the DM, and noted in the Play Notes of the AR on which it is used.

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 4:**
- ❖ Scrolls: *displacement, flame arrow, suggestion* (Adventure, DMG)
  - ❖ *Potion of Gaseous Form* (Adventure, DMG)

- APL 6:** (All of APL 4 plus the following)
- ❖ Scrolls: *confusion, greater invisibility, phantasmal killer, stonesskin* (Adventure, DMG)
  - ❖ *Ring Of Protection +2* (Adventure, DMG)

- APL 8:** (All of APLs 4-6 plus the following)
- ❖ Scrolls: *feeblemind, cone of cold, telekinesis, wall of force* (Adventure, DMG)
  - ❖ *Candle Of Invocation* (Adventure, DMG)
  - ❖ *Wand Of Owl's Wisdom* (Adventure, DMG)

- APL 10:** (All of APLs 4-8 plus the following)
- ❖ Scrolls: *mordenkainen's lucubration, mass suggestion, tenser's transformation, wall of iron* (Adventure, DMG)
  - ❖ *Strand Of Prayer Beads (Lesser)* (Adventure, DMG)
  - ❖ *Pearl Of Power, 3<sup>rd</sup> Level* (Adventure, DMG)

- APL 12:** (All of APLs 4-10 plus the following)
- ❖ Scrolls: *finger of death, mordenkainen's sword, insanity, spell turning* (Adventure, DMG)
  - ❖ *Periapt Of Wound Closure* (Adventure, DMG)
  - ❖ *Amulet Of Mighty Fists +1* (Adventure, DMG)
  - ❖ *Wand Of Fear* (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