Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

One Jen Too Many

A Regional Adventure

Set in Perrenland

Play Notes:

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

_____

_____

*Home Region*_____

Event: _____ Date: _____

DM:_____

Signature *RPGA #*

Adventure Record#

594 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

APL 2

max 450xp; 450gp

APL 4

max 675xp; 650gp

APL 6

max 900xp; 900gp

APL 8

max 1,125xp; 1,300gp

Barrel of Skillet Ale: Skillet Ale is an extremely potent brew that costs 5 kleinmarks (sp) per jug (or gallon). Every gallon drunk requires a DC 13 Fortitude save (increase the save DC by +2 for each gallon previously drunk per day) or suffer 1d4 temporary Dexterity damage and 1d4 temporary Wisdom damage. Other than in the taverns of Skillet, it can only be purchased in 60 gallon barrels for 30 marks (gp).

Cuckoo Clock: You may purchase a mechanical cuckoo clock from the International Cuckoo Clock Makers Guild. Treat this as a Water Clock, but it only weighs 10 lb.

Outlawed From Perrenland: For the assault and murder of innocent people, and resisting arrest, you have been outlawed from Perrenland. All regional adventures will now cost you 2 Time Units to play (with the PC named on this AR).

Curse of Masculinity/Femininity: You have been cursed and are now a (male or female). This can only be reversed by use of a *limited wish, wish or miracle.*

Notoriety/Recognition: Your performance at the bard's performance has been noted – for better or for worse. You get the following penalty/bonus on all Charisma based checks involving Perrenland citizens for the next calendar year. Notoriety (-2), minor notoriety (-1), minor recognition (+1), major recognition (+4).

Expiry date: _____

TU

Starting TU

1 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 2

- ❖ Barrel of Skillet Ale (Regional, see above)
- ❖ Cuckoo Clock (Adventure, see above)
- ❖ *Boots of levitation* (Adventure, DMG)
- ❖ *Elixir of love* (Adventure, DMG)
- ❖ *Elixir of truth* (Adventure, DMG)
- ❖ *Wand of charm animal* (Adventure, DMG)

APL 4 (all of APL 2 plus the following)

- ❖ *Hand of the mage* (Adventure, DMG)
- ❖ *Pipes of sounding* (Adventure, DMG)

APL 6 (all of APLs 2-4 plus the following)

- ❖ *Harp of charming* (Adventure, DMG)
- ❖ *Druid's vestments* (Regional, DMG)

APL 8 (all of APLs 2-6 plus the following)

- ❖ *Cape of the mountebank* (Adventure, DMG)
- ❖ *Staff of swarming insects* (Regional, 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 Item

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