Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

Dark Star

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#

596 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

APL 8

max 1,125xp; 1,300gp

APL 10

max 1,350xp; 2,300gp

APL 12

max 1,575xp; 3,300gp

☛ **Valuable Property:** As a reward for your services above and beyond normal duty you have been rewarded with a Grand House or a Country Farm within Weisspeer territory in Krestible Canton or Schwartzenbruin City (house only). This property earns you up to 50gp for each Perrenland regional adventure, which may be used to offset costs for lifestyle or other such non-adventuring costs (dinners, bribes, fine clothing, etc.) This property may not be sold.

☐ Grand House in _____

☐ Country Farm in _____

☛ **Special Understanding:** Due to your experiences you will be afforded access to one chosen prestige class:

☐ Any PC who meets the class requirements may access the mindbender prestige class.

☐ *Den Masque*, *Rechter*, or *Voormannsgardt* members have access to the spymaster prestige class.

☐ *Old Kerk* members or Non-Kerk clerics of Allitur have met requirements for the church inquisitor prestige class.

☐ *Treasure Hunters Guild* members have access to the nightsong infiltrator prestige class.

☛ **Descended into the Depths**: You have descended into the unholy darkness of a well of souls. No one yet knows what effect, ill or otherwise, this may have had upon you.

Eye Spy: When activated this crystallised elf eye floats where it was left and allows the user to see through it continuously as though a *clairaudience/clairvoyance* spell had been cast, with a range of 600 ft. Only sight may be used, not hearing. Whilst remaining within the range of the eye spy the user may switch between their own sight and the magical sight at will, though doing so will expend a charge for each use of the eye spy's sight. If the user moves beyond the eye spy's range it inactivates. As per the spell, the viewpoint of the eye spy may be rotated in all directions. The eye spy may be moved at a rate of 10 ft. per round so long as it remains within range. Due to its size the eye spy is hard to see; treat it as having a +15 Hide skill. The user may substitute her own Hide skill when using the eye spy if so desired. The eye spy has 50 charges.

Faint divination; CL 5th; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 30,000gp.

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 8

- ❖ *Bracers of armor +2* (Adventure, DMG)
- ❖ *Brooch of shielding* (Adventure, DMG)
- ❖ *Eye spy* (Adventure, see above)
- ❖ *Hat of disguise* (Adventure, DMG)
- ❖ *Gloves of Dexterity +4* (Adventure, DMG)
- ❖ *Potion of inflict serious wounds* (Adventure, DMG)
- ❖ *Ring of misdirection* (Adventure, DMG)
- ❖ *Ring of protection +2* (Adventure, DMG)
- ❖ *+2 shuriken* (Adventure, DMG)

APL 10 (all of APL 8 plus the following)

- ❖ *Amulet of natural armor +2* (Adventure, DMG)
- ❖ *Bracers of armor +3* (Adventure, DMG)
- ❖ *Ring of protection +3* (Adventure, DMG)
- ❖ *+3 shuriken* (Adventure, DMG)

APL 12 (all of APLs 8-10 plus the following)

- ❖ *Amulet of natural armor +3* (Adventure, DMG)
- ❖ *Belt of giant strength +4* (Adventure, DMG)
- ❖ *Bracers of armor +4* (Adventure, DMG)
- ❖ *Gloves of Dexterity +6* (Adventure, DMG)
- ❖ *Periapt of Wisdom +4* (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 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