

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed

PER7-08 – *The Diadem of Kir-Russ, Part 3*
A Regional adventure set in Perrenland



Play Notes:

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



Adventure Record#

597 CY
ADVENTURE

LEVEL OF PLAY (CIRCLE ONE)

APL 2

max 450 xp; 450 gp

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

APL 14

max 1,800 xp; 6,600 gp

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Boonbane's Wrath:** Boonbane is now a +1 vicious cursed silver longsword that must draw blood when wielded, and cannot be put away or exchanged for another weapon until it has scored a hit. You may not rid yourself of the weapon without a wish or miracle.

☛ **Perren's Gift:** Choose any melee weapon to which you have Open access and any DMG melee weapon special ability with a +1 equivalency. Perren gives you (no cost) a silvered version of that weapon, marked with the coat of arms of the Voormann of Perrenland. You gain a +2 bonus to all Charisma-based skill checks involving Perrender NPCs when you carry Perren's gift openly.

Weapon chosen: _____

☛ **Greatest Sacrifice:** Other people have a feeling of "wrongness" about you and find you disturbing, no matter what you do. You gain a +3 Circumstance bonus to Intimidate checks and suffer a -2 penalty to all other Charisma-based skill checks.

☛ **A Dreadful Deed:** You have wilfully committed an evil act. If you have a code of conduct forbidding such acts, you lose the associated class abilities until you atone.

☛ **Final Justice:** You have removed a great threat from Perrenland and weakened Oomkar Hus.

☛ **A Grateful Nation:** you have access to any two of the following benefits (circle your choices):

❖ regional access to purchase scrolls of any 2 (4 for members of the Old Kerk or Den Zauber) of the following PH2 spells: *blessing of the righteous, chasing perfection, drifts of the shalm, halt, hesitate, linked perception, mark of doom, regroup, share talents.*

❖ regional access to craft and/or upgrade weapons and armour with any 2 (4 for members of the Auszug or Pax Mercuri) of the following DMG enhancements: *animated, bane (any), fortification (any), holy, mighty cleaving, returning.*

❖ 10 affiliation points with one law-abiding Perrenland metaorg.

❖ free luxury upkeep during Perrenland adventures.

❖ regional access to free castings of Open divine spells by priests of the Old Kerk (you must provide any material component and pay 5 GP per XP lost, if any).

☛ **Diadem Revealed:** You are honoured with a special medal, "Diadem Revealed", and the rank of Ritter (Knight) of Perrenland.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 2 to 6:

- ❖ boots of speed (Adventure; DMG)
- ❖ mithral full plate (Adventure; DMG)
- ❖ ring of counterspells (Adventure; DMG)
- ❖ amulet of teamwork (Adventure; MIC)
- ❖ belt of growth (Adventure; MIC; limit 1)
- ❖ bracers of arcane freedom (Adventure; MIC; limit 1)
- ❖ brooch of stability (Adventure; MIC)
- ❖ reliquary holy symbol (any Old Kerk deity) (Adventure; MIC)
- ❖ talisman of undead mastery (Adventure; MIC; limit 1)
- ❖ wilding clasp (Adventure; MIC)

APL 8 to 10 (all of APL 2-6 plus the following):

- ❖ Boccob's blessed book (Adventure; DMG)
- ❖ phylactery of undead turning (Adventure; DMG)
- ❖ strand of prayer beads, lesser (Adventure; DMG)

APL 12 to 14 (all of APLs 2-10 plus the following):

- ❖ +2 keen kama (Adventure; DMG)
- ❖ +1 frost sling (Adventure; DMG)
- ❖ ring of evasion (Adventure; DMG)
- ❖ winged shield (Adventure, DMG)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL

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