Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

On Solid Grounds

A Regional Adventure

Set in The Shield Lands

Play Notes:

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

_____

_____

*Home Region*_____

Adventure Record#

595 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

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

Event: _____ Date: _____

DM:_____

Signature *RPGA #*

☛ **Black Breath Removed:** If a player has ever contracted the Black Breath of Iuz plague, they are instantly healed of the affliction. In addition, the disease mutates and actually becomes a boon to the player. The PC now has a permanent +2 sacred bonus to all saves vs. poison or disease.

☛ **A Sidhee Connection:** The Sidhee are gone from Oerth, or it seems. A nagging feeling of guilt and loss seems to plague you. This results in a -2 penalty to Concentration checks. However, it has also filled you with a quiet resolve. This grants you a +2 Morale bonus to fear saves.

The Wrath of Heironeous: This heavy flail is encrusted various symbols and pictures each depicting the worship and ideology of Hextor. The weapon was once an artifact of evil dedicated to Hextor, but was transformed into an instrument of good. It is rumored that the size and powers manifested by The Wrath of Heironeous are dependent upon the good within the wielder. The Wrath is a +1 merciful heavy flail that also makes the wielder immune to domination effects. Against agents of Hextor it looses the Merciful quality and gains the Wounding quality. **Market Price: 12,315 gp. Cannot be crafted.**

☛ **No Memory!** You have lost your memory! As far as you can discern, your life started in the center of the Sidhee forest. All of your abilities remain the same (though sometimes your not entirely sure what those abilities are!) This memory will persist until you receive a *heal* spell or memory restoration with *limited wish, wish,* or *miracle*.

Only one dwarven PC per table may receive the following gift. The dwarven PC must meet the criteria in the adventure to be offered it. Cross the following favor off for all other PCs.

☛ **Thanks of Lord Bladehome:** Lord Bladehome wishes to thank you for a job well done. If you have the Strange Rock from the Book of Dark Alchemy and the Strange Stick from The Man from DYVERS, Lord Bladehome can construct these into a *+1 Dwarven Thrower*. However, the repair requires faith in the dwarven gods. The power of the throwing hammer will fade without continual thanks. You must tithe 5% of all your earnings in any venture or the hammer will lose its power.

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 6

- ❖ *Figurine of wondrous power (silver raven)* (Adventure, DMG)
- ❖ *Wrath of Heironeous* (Adventure, see above)

APL 8 (all of APL 6 plus the following)

- ❖ *Bag of tricks (tan)* (Adventure, DMG)
- ❖ *Wand of web* (Adventure, DMG)

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

- ❖ *Goggles of night* (Adventure, DMG)

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

- ❖ *Periapt of Wisdom +4* (Adventure, DMG)
- ❖ *Wand of slow* (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