

Living Greyhawk

This Record Certifies that

Character Name _____

Classes and Levels _____

Player Name _____

RPGA # _____

has completed

SHL7-07 – Home Sweet Home

A Regional adventure set in the Shield Lands



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



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

☛ **Grand Favor of the Seven Heavens:** Even the death of your charge could not stop you in your mission to return Allar home. In recognition of your extraordinary efforts, you now have access (any) to the following weapon enchantments: Holy, Axiomatic, Blessed, & Shock. You merely have to offer the requisite amount of GP and spend 1 TU in prayer at any good-aligned temple to use this favor.

☛ **Favor of the Seven Heavens:** For safely returning Allar to his home in the Seven Heavens, the powers that be smile on you. You may redeem this favor for one-time access to the following armor enchantments: Fire Resistance, Cold Resistance, or Electricity Resistance.

☛ **Sir Galeoth's Patronage:** For gathering proof of the illegal smuggling that the Shield Lands Merchant Guild was performing on Walpole Isle, Sir Galeoth has offered to vouch for your mettle. You gain access to one of the following prestige classes (circle): Knight of Holy Shielding or Church Inquisitor.

☛ **You Have a Secret . . .** You've been ordered to keep secret all goings-on related to Allar's presence on the Prime Material Plane. If a DM ever observes you talking about this module during an adventure, cross this favor off. It may be important in the future...

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2 & 4:

- ❖ Darkwood lance (Regional; DMG; 320 gp)
- ❖ Darkwood shield (Regional; DMG; 167 gp)
- ❖ Scroll of close wounds (Adventure; SpC; 150 GP)

APL 6 & 8 (all of APLs 2-4 plus the following):

- ❖ +1 keen kukri (Regional; DMG; 8308 gp)
- ❖ Pearl of power (2nd) (Adventure; DMG)
- ❖ Wand of hail of stone (CL 3) (Adventure; SpC; 2500 gp)
- ❖ Wand of fireball (CL 5) (Regional; DMG; 11,250 gp)

APL 10 & 12 (all of APLs 2-8 plus the following):

- ❖ +1 defending lance (Regional; DMG; 8310 gp)
- ❖ +1 keen Frost kukri (Regional; DMG; 18,308 gp)
- ❖ Vibrant purple ioun stone (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 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

TU

Starting TU

1 or 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL