

Living Greyhawk

This Certificate Certifies that



Played by _____ Player _____ RPGA # _____

Has Completed
Rising Shadows
A Regional Adventure
Set in the Duchy of Urnst

Play Notes:

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

Adventure Record#

593 CY

ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

APL 2

max 4,50xp; 400gp

APL 4

max 6,75xp; 600gp

APL 6

max 9,00xp; 800gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,100gp

APL 12

max 1,575xp; 3,000gp

APL 14

max 1,800xp; 6,000gp

APL 16

max 2,025xp; 9,000gp

Home Region _____

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

Cross off all items NOT earned

• **Known Thief** – You pillaged the abandoned town of Kelefone, and by doing so you have angered powerful forces. Lord Ellis personally, at the request of the survivors of Kelefone, undertook the search for you. For your actions you were forced to repay what you took, and you spent two weeks in the Leukish Gaol. Finally, the word of your foul deed has spread across the lands, and you have a –2 circumstance penalty on all social skills and ability checks when interacting with anyone who recognizes you. Recognition is a simple 1d20 roll. If the result is equal to, or less than your character level then you have been recognized. These penalties are reduced to –1 circumstance penalties one year after the deed, and one year after that they only apply inside the Duchy of Urnst, but they never fully disappear.

• **Thanks of the Ducal Guard** – The Ducal Guard, grateful for your assistance, has provided you with a means to upgrade either a weapon or a suit of armor to +2 (APL 2-6), +3 (APL 8-12) or +4 (APL 14-16). You must choose either the weapon upgrade or the armor upgrade. Regardless of that choice, they also provide access to someone who will add the *ghost touch* enhancement to armor and weapons.

• **Curse of the Matriarch U'moreal** – For defiling the grave of one of the ancestors of House U'moreal you have been afflicted with the *Curse of the Matriarch*. This curse, if male, makes you disreputable in the eyes of all females, whereas if female, you are disreputable in the eyes of all males. These effects both result in only receiving half rewards from members of the opposite sex, this effect also gives you a –1 profane penalty on all social interactions with members of the opposite sex. This curse may be lifted in one of three ways:

- Remove *Curse*, *Break Enchantment*, or *Limited Wish* cast at 16th level or higher.
- Redeem a favor with the Matriarch of House U'moreal. A favor with the House alone will not suffice to lift this curse. Currently the Matriarch of House U'moreal is Lady Maera U'moreal.
- Redeem five favors with House U'moreal.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ *Necklace of the Wild Beast (Bead of Calming)* (Adventure; ARMS & EQUIPMENT GUIDE; 500 gp)
- ❖ *Quiver of Phytton* (Treat as *Quiver of Ehlonna*, Adventure; DMG)
- ❖ Upgrade Armor or Weapon +2 (Regional; DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Potion of Barkskin* +3 (Adventure; DMG; 600 gp)
- ❖ *Quaal's Feather Token (Tree)* (Adventure; DMG; 400 gp)

APL 6 (all of APL2-4 plus the following)

- ❖ *Universal Solvent* (Adventure; DMG; 50 gp)
- ❖ *Enchant Armor or Weapon with Ghost Touch* (Regional; DMG)

APL 8 (all of APL2-6 plus the following)

- ❖ *Stone of Alarm* (Adventure; DMG; 2,700 gp)
- ❖ *Dust of Appearance* (Adventure; DMG; 1,800 gp)
- ❖ Upgrade Armor or Weapon +3 (Regional; DMG)

APL 10 (Just the following)

- ❖ +1 *Flaming Greatsword* (Adventure; DMG; 8,350 gp)
- ❖ *Oil of Greater Magic Weapon* +4 (Adventure; DMG; 2,400 gp)
- ❖ *Arcane Scroll of Freedom of Movement* (Adventure; DMG; 1,000 gp)

APL 12 (all of APL10 plus the following)

- ❖ *Bracers of Armor* +2 (Adventure; DMG; 4,000 gp)
- ❖ *Ring of Featherfalling* (Adventure; DMG; 2,200 gp)
- ❖ *Oil Magic Vestment* +2 (Adventure; DMG; 1,200 gp)

APL 14 (all of APL10-12 plus the following)

- ❖ *Headband of Intellect* +4 (Adventure; DMG; 16,000 gp)
- ❖ *Pearl of Power (i')* (Adventure; DMG; 1,000 gp)
- ❖ *Ring of Minor Energy Resistance (Electricity)* (Adventure; DMG)
- ❖ Upgrade Armor or Weapon +4 (Regional; DMG)

TU

Starting TU

I 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

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

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

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