Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GEO5-06 *Fate of Heroes*

A Regional Adventure
Set in Geoff

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#

595 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

Cross out any game effects this character does not gain.

☛ **Favor of Glim Waywocket**: You have performed a valuable service for Glim Waywocket, personal envoy to King Garnet. When this PC uses this favor, Glim arranges for the PC to gain access (Frequency: Adventure) to purchase one of the following armor special ability upgrades (circle the one selected): *glamered, slick* (standard, *improved*, or *greater*), *shadow* (standard, *improved*, or *greater*), *silent moves* (standard, *improved*, or *greater*). Mark this favor as USED when it is consumed. Favor level C.

☛ **Favor of King Garnet**: In bringing back the gnome traitor alive, King Garnet grants you a boon. When this PC uses this favor, King Garnet arranges for the PC to gain access (Frequency: Adventure) to purchase one of the following items (circle the one selected): *pearl of power* (9th *level spell*), *bowl of commanding water elementals, brazier of commanding fire elementals, censer of controlling air elementals, stone of controlling earth elementals.* Mark this favor as USED when it is consumed. Favor level A.

Mauglor's Spellbooks: This PC gains access to one or more of Mauglor's spellbooks (the one at the APL played and all those at lower APLs, each weighs 3 lbs.):

APL 2: 1st – *alarm, color spray, comprehend languages, disguise self, endure elements, expeditious retreat, feather fall, grease, lesser acid orb* (Complete Arcane), *mage armor, magic missile, Nystul's magic aura, protection from good, silent image, ventriloquism*; 2nd – *blur, hypnotic pattern, invisibility, mirror image, web*. Market Price: 1,250 gp.

APL 4: 2nd – *glitterdust, phantasmal assailants* (Complete Arcane); 3rd – *blink, displacement, slow*. Market Price: 650 gp.

APL 6: 3rd – *shadow binding* (Complete Arcane); 4th – *phantasmal killer, solid fog*. Market Price: 550 gp.

APL 8: 4th – *dimension door, greater invisibility*; 5th – *baleful polymorph, persistent image, shadow evocation, transmute rock to mud*; 6th – *disintegrate, shadow walk*. Market Price: 2,000 gp.

TU
Starting TU

1 or 2 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 2 (all of the following):
- ❖ *Mauglor's Spellbooks* (Adventure; See Above)
- ❖ *Pearl of Power, 1st Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Wand of Magic Missile* (CL 1st; Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):
- ❖ *Heavy Darkwood Shield* (Adventure; Dungeon Master's Guide)

APL 6 (all of APLs 2, 4 plus the following):
- ❖ *Cloak of Resistance +2* (Adventure; Dungeon Master's Guide)
- ❖ *Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- ❖ *Vest of Resistance +1* (Adventure; Complete Arcane)

APL 8 (all of APLs 2, 4, 6 plus the following):
- ❖ *+1 Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- ❖ *Brooch of Shielding* (Adventure; Dungeon Master's Guide)
- ❖ *Pearl of Power, 2nd Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Wand of Bull's Strength* (CL 3rd; Adventure; Dungeon Master's Guide)

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