Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GEO5-08 *Sorrow as Deep as Night*

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_____

Adventure Record#

595 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

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

Cross out any game effects this character does not gain.

☛ **Favor of the Grand Duchess Calisse Skotti**: You have assisted Grand Duchess Calisse on her quest in Faerie. Though she cannot reward you at present, she remembers your efforts on her behalf. Favor level B.

Flowing Time of Faerie: You have been caught in the flowing time of Faerie. Upon your return to the Flanaess, you realize you have spent ___ additional TUs in Faerie (mark these additional TUs below).

Refused the Calling: You have declined to assist Calisse when she needed your aid. She will not call upon you again. This PC may not play any future adventures in the *Song of Three Summonings*.

Cold Iron Entombment: You have brought cold iron into Faerie, which really annoyed Fair Folk. They have encased your item in ice that melts very slowly. You may not use any of the cold iron weapons you brought into Faerie for the next two adventures after this one.

Often Overlooked Magics: This is an old library book from the Grey College in the City of Greyhawk. On the inside cover is the stamp from the Grey College. The last individual to have checked it out appears to be a gentleman by the name of X. Yragenre. The book contains the following spells: 1st—*animate rope, grease, master's touch*, reduce person, silent image, ventriloquism*; 2nd—*daze monster, pyrotechnics, shatter*; 3rd—*major image, ray of exhaustion*; 4th— *entangling staff*, minor creation, stone shape*; 5th—*Bigby's interposing hand, major creation, Mordenkainen's faithful hound.* *Market Price*: 2,250 gp; *Weight*: 3 lbs. **Complete Adventurer.*

Antlered Helm of Command: This hardened dark leather helm sports an impressive rack of deer antlers that rise from the crown. When worn, it magnifies the authority of the wearer, granting a +3 competence bonus to all Cha-related checks. In addition, it grants the wearer the speed of a deer, increasing the wearer's base land speed by 30 feet as per the spell *expeditious retreat*. Wearing this item without having earned the respect of the fey (such as having four parts to your rank as described below) reduces the reaction of all fey to hostile.

Moderate Transmutation; CL 6th; *Prerequisites*: Craft Wondrous Item, *expeditious retreat, eagle's splendor*; *Market Price*: 12,500 gp; *Weight*: 1 lb.

Bag of Faerie Sleepdust: This special dust is light but granulated like very fine sand. A pinch of the dust thrown at a creature or object acts as a *deep slumber* spell as cast by a 5th level caster. The dust has a range of 5 ft. and requires a ranged touch attack to strike a creature or object, if the object is being wielded or carried. A bag can hold up to three pinches.

Faint Transmutation; CL: 5th; *Prerequisites*: can't be crafted; *Market Price*: 750 gp per pinch; *Weight*: 1 lb. per bag.

Skive: Élan's unique double-bladed dagger, an exotic piercing ranged weapon. *Price*: 20 gp; *Damage*: 1d4 (S), 1d6 (M); *Critical*: 18-20/x2; *Range*: 10 ft.; *Weight*: 2 lbs.

☛ **Rank in the Hollow Prince's Army**: By meeting the tests of the Unseelie, you have obtained a high rank in the Hollow Prince's Faerie army. Your rank is: _____.

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 4 (all of the following):
- ❖ *Antlered Helm of Command* (Regional; See Above)
- ❖ *Bag of Faerie Sleepdust* (Adventure; See Above)
- ❖ *Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- ❖ *Often Overlooked Magics* (Adventure; See Above)
- ❖ *Ring of the Ram* (Adventure; Dungeon Master's Guide)
- ❖ *Skive, Masterwork Skive, +1 Returning Skive* (Adventure; See Above)

APL 6 (all of APL 4 plus the following):
- ❖ *+1 Returning Merciful Skive* (Adventure; See Above)
- ❖ *Bracers of Armor +2* (Adventure; Dungeon Master's Guide)

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *+1 Glamered Mithral Chain Shirt* (Adventure; Dungeon Master's Guide)
- ❖ *Boots of Elvenkind* (Adventure; Dungeon Master's Guide)
- ❖ *Cloak of Elvenkind* (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *Amulet of Mighty Fists +1* (Adventure; Dungeon Master's Guide)
- ❖ *Elixir of Fire Breath* (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