



# This Record Certifies that



### Play Notes:

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



Adventure Record#

# 595 CY

ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
GEO5-09 *The Citadel of the Storm King*  
**A Regional Adventure**  
**Set in Geoff**

\_\_\_\_\_  
\_\_\_\_\_  
Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_  
DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

**APL 12**  
max 1,575 xp; 3,300 gp

**APL 14**  
max 1,800 xp; 6,600 gp

**APL 16**  
max 2,025 xp; 9,900 gp

**APL 18**  
max 2,250 xp; 17,000 gp

Cross out any game effects this character does not gain.

**Favor of Gwenllian the Eglantine:** You played a critical role in restoring the Balance of the Land and earned the favor of the Archdruidess of Gyruuff, Gwenllian. When the PC exercises this favor, Gwenllian makes available (at standard NPC spell casting costs) a casting of *reincarnate* for this PC. The casting is available after any Living Greyhawk adventure; however, it costs and additional TU if the adventure was not set in Geoff. Mark this favor as USED when consumed. Favor Level A.

**Special Favor of the Grand Duke of the Grand Duchy of Geoff:** The Grand Duke recognizes the sacrifices made by this PC and his family for the Gyri people. If the PLAYER of this PC creates a new CY 596 PC in the Living Greyhawk campaign that is related (via PC backstory) to this PC, and that PC has a home region of Geoff at creation, the Grand Duke grants this new PC a boon. This favor cannot be used except for the purpose outlined above.

TU

Starting TU

**1 or 2** TU

TU Cost

- TU

Added TU Costs

TU REMAINING

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 12 (all of the following):

- ❖ Boots of Speed (Adventure; Dungeon Master's Guide)
- ❖ Bracers of Armor +4 (Adventure; Dungeon Master's Guide)
- ❖ Hand of Glory (Adventure; Dungeon Master's Guide)
- ❖ Monk's Belt (Adventure; Dungeon Master's Guide)
- ❖ Ring of Counterspells (Adventure; Dungeon Master's Guide)

APL 14 (all of APL 12 plus the following):

- ❖ +5 Arrow Catching Heavy Steel Shield (Adventure; DMG)
- ❖ +5 Mountain Plate (Adventure; Races of Stone)
- ❖ Belt of Endurance (Adventure; Arms & Equipment Guide)
- ❖ Bracers of Armor +5 (Adventure; Dungeon Master's Guide)
- ❖ Heward's Handy Haversack (Adventure; Dungeon Master's Guide)
- ❖ Periapt of Wisdom +6 (Adventure; Dungeon Master's Guide)
- ❖ Ring of Protection +5 (Adventure; Dungeon Master's Guide)
- ❖ Sacred Scabbard (Adventure; Complete Warrior)
- ❖ Vest of Resistance +5 (Adventure; Complete Arcane)

APL 16 (all of APL 12, 14 plus the following):

- ❖ Belt of Spell Resistance (Adventure; Complete Arcane)
- ❖ Bracers of Armor +7 (Adventure; Dungeon Master's Guide)
- ❖ Bracers of Dawn (Adventure; Complete Warrior)

APL 18 (all of APLs 12, 14, 16 plus the following):

- ❖ Bracers of Armor +8 (Adventure; Dungeon Master's Guide)
- ❖ Rod of Absorption (Adventure; Dungeon Master's Guide)
- ❖ Staff of Winter (Adventure; Frostburn)

## 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 1/2 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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL