Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GEO7-01 By Light of Twain Moons

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#

597 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 Bondmate of the Heart**: Aisling provides access to the power of the Heart itself in the form of one casting of the *reincarnate* spell for this PC. The Heart automatically reincarnates the PC as an elf or half-elf (equal chance of being high, gray, wood or half-elf). The PC must pay standard NPC spellcasting costs for the spell. Alternatively, the PC may spend this favor to gain access (Frequency: Adventure) to purchase one the following (circle one selected): weapon special abilities – *ghost touch*, *incorporeal binding* (DMG2); armor special abilities – *ghost touch*; divine spell access – *make manifest* (SpC). Favor Level B. Mark this favor as USED when it is spent.

☛ **Favor of the High King of the Hornwood**: This favor can be exchanged to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle one selected): weapon special abilities – *corrosive* (DMG2), *defensive surge* (DMG2); armor special abilities – *glamered*, *fire resistance*, *energy defense* (DMG2). Alternatively, the PC may spend this favor to gain access (Frequency: Adventure) to the Dragonfoe feat (*Draconomicon*).

Finally, and in addition to the two options above, the High King will offer a knighthood in the Naven Du'aellesti (the Hornwood knightly order metaorganization), to any elf or high-elf who desires it. This offer effectively waives the time-in-grade requirement to become a knight in the order, but the PC must meet all other requirements before he can accept. Any PC who is already a member, has the time-in-grade requirements waived for the next rank within the organization. Favor Level A. Mark this favor as USED when it is spent.

☛ **Notice of Gilráne**: Favor Level D.

Enmity of Cikatrix: The demon Cikatrix has a long memory.

Attention of Brerrapyrizaax (Brimstone): Like most red dragons, he does not take kindly to defeat.

☛ **Craftwares of the Hornwood Elves**: You gain access (Frequency: Adventure) to purchase one of the following two options:

Hornwood Armor: A single suit of armor made from wildwood, thistledown or leafweave (RotW). Wearing this armor gives the PC a +2 circumstance bonus to Cha-based checks when dealing with high elves. Additionally, the PC may also opt to have an existing suit of armor modified with a thistledown suit (RotW) or a forestwarden shroud (RotW).

Hornwood Bow: A single longbow or shortbow made from the wood of a rare variety of hornwood tree. Hornwood has hardness of 8 and double the normal hp of a standard wooden bow. The Hornwood Bow is considered a masterwork composite bow, with a default Str rating of +1. It can be crafted to a maximum Str rating of +4, but no higher due to the unusually rigid nature of the wood. A bow made from this material costs double the standard version from the PH (for the wood), + 100 gp (for the default +1 Str rating), + 300 gp for the masterwork quality. Thusly, a Hornwood Bow masterwork composite longbow starts at 600 gp, and a masterwork composite shortbow starts at 550 gp. When unstrung, a Hornwood bow can be used as a quarterstaff. It takes a standard action to restring the bow for use. Additionally, the PC may opt to pay extra for the elvencraft bow (RotW) modification, but this takes extra time to craft, and the PC must spend an additional 1 TU waiting for the bow to be finished.

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):
- ❖ +1 Bane (Dragon) Longsword (Adventure; Dungeon Master's Guide)
- ❖ +1 Spell Storing Heavy Mace (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Plane Shift (CL 13th; Adventure; Dungeon Master's Guide)
- ❖ Slaying Arrow, Dragon (Adventure; Dungeon Master's Guide)
- ❖ Circlet of Persuasion (Adventure; Dungeon Master's Guide)
- ❖ Elven Harp, Lap (Adventure; Races of the Wild)
- ❖ Fochluchan Bandore (Adventure; Complete Arcane)
- ❖ Hat of Disguise (Adventure; Dungeon Master's Guide)
- ❖ Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Planar Fork, Plane of Fire (Adventure; Player's Handbook, Price: 200 gp)
- ❖ Ring of Misdirection (Adventure; Arms & Equipment Guide)
- ❖ Sending Stones (Adventure; Complete Arcane)

APL 6 (all of APL 4 plus the following):
- ❖ Elemental Gem, Fire (Adventure; Dungeon Master's Guide)

APLs 8 and 10 (all of APLs 4, 6 plus the following):
- ❖ Brooch of Shielding (Adventure; Dungeon Master's Guide)

Members of Naven Du'aellesti Metaorganization:
- ❖ Boots or Cloak of Elvenkind (Regional; Dungeon Master's Guide)
- ❖ Elvencraft Longbow (Regional; Races of the Wild)
- ❖ Mithral Chain Shirt or Breastplate (Regional; DMG)

Members of Church of Corellon Larethian Metaorganization:
- ❖ +1 Keen Longsword (Regional; Dungeon Master's Guide)
- ❖ Elven Harp (Regional; Races of the Wild)
- ❖ True Holy Symbol (Regional; Planar Handbook)

Members of Church of Sehanine Moonbow Metaorganization:
- ❖ +1 Ghost Touch Quarterstaff (Regional; Dungeon Master's Guide)
- ❖ Gravebane (Regional; Arms & Equipment Guide)
- ❖ True Holy Symbol (Regional; Planar Handbook)

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