Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
GEO7-06 *Spearbreaker*
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#

597 CY ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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

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

Cross out any game effects this character does not gain.

Touched by the Plane of Shadow: After extended exposure to the Plane of Shadow, this PC undergoes a few changes. First, their own shadow is bigger and darker then before. Second, the sunshine is always a bit too bright for their taste. This PC feels more comfortable in minimal sunlight. PCs should note this for future reference.

If this is the second time the PC has received this effect, they now seem less "colorful" then before. Their skin coloring seems to be faded.

If this is the third time the PC has received this effect, the PC now has a +4 inherent bonus to Hide checks and a +2 inherent bonus to Bluff or Disguise checks when trying to pass oneself off as a native of the Plane of Shadow. However, the PC is now consider dazzled while on the Prime Material Plane during daylight hours. These effects last for one year from the date on the AR of their last visit to the Plane of Shadow.

Hero of Angry Mountain: For driving off the shadar-kai, this PC is welcomed as a hero in Angry Mountain. This PC may spend this favor to gain access (Frequency: Regional) to purchase a single upgrade of a weapon with the *vampiric* weapon special ability. Mark this favor as USED when it is spent.

Favor of the Four Daughters: For once again risking your lives for the land of Cysgod Annwn and by extension the nation of Geoff, you are rewarded by the Four Daughters. They provide you with a charm: four stylized D's intertwined around a circle. The charm will perform four effects (CL 7th), targeting the owner, one time each, activated as a free action (check each off as they are used):

- o Darkvision 60 ft. for 10 rounds (those already with darkvision gain darkvision extended by 60 ft. for those 10 rounds).
- o *True strike*, as per the spell.
- o *Cure moderate wounds*, as per the spell.
- o *Pass without trace*, as per the spell, duration 2 hrs.

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):
- ❖ *Arcanist's Gloves* (*Adventure; Magic Item Compendium*)
- ❖ *Ring of Feather Fall* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of the Darkhidden* (*Adventure; Magic Item Compendium*)
- ❖ *Spool of Endless Rope* (*Adventure; Magic Item Compendium*)

APL 6 (all of APL 4 plus the following):
- ❖ *Armband of Elusive Action* (*Adventure; Magic Item Compendium*)
- ❖ *Caduceus Bracers* (*Adventure; Magic Item Compendium*)
- ❖ *Gloves of Fortunate Striking* (*Adventure; Magic Item Compendium*)
- ❖ *Tome of Worldly Memory* (*Adventure; Magic Item Compendium*)

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *Heartseeking Amulet* (*Adventure; Magic Item Compendium*)
- ❖ *Metamagic Rod, Substitution (Acid), Lesser* (*Adventure; Magic Item Compendium*)

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *Cape of the Mountebank* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of Mystic Fire* (*Adventure; Magic Item Compendium*)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):
- ❖ *Cloak of Displacement, Minor* (*Adventure; Dungeon Master's Guide*)
- ❖ *Cloak of Thorns* (*Adventure; Magic Item Compendium*)
- ❖ *Ring of Spell-Battle* (*Adventure; Magic Item Compendium*)

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