Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
A Night in Birnham Woods
A Regional Adventure
Set in Gran March

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#

593 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 400 gp

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 783 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

APL 12
max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

☛ *Favor of the Elector of Birnham*
For clearing the name of the Magistrate, and possibly for helping with the *resurrection* of the Elector and his family, the Elector of Birnham is in your debt. This favor can be redeemed for one Influence Point with the Harvest Church. Other uses may be made available in the future.
Contact the Gran March Triad for details.

☛ *Favor of Kadwynmedia*
The druidess can produce certain items for the PC to thank them for helping her sister reach her final resting place. What she offers depends on the APL played at:
- APL 2 or 4: The druidess will provide the PC with access to enough darkwood to produce any single weapon or shield of the PCs choosing. The PC still must pay for the cost of the item.
- APL 6 or 8: As above and the druidess will grant access to upgrade any single weapon, shield, or piece of armor to a +2 enhancement bonus. The PC must pay for the cost of the upgrade (the difference in price between the original item and the upgraded item).
- APL 10 or 12: As above and the druidess will grant access to upgrade any single weapon to a +3 enhancement bonus or with any of the following special abilities: *flaming burst, icy burst, shocking burst* or any single shield or piece of armor to a + 3 enhancement bonus or with any of the following special abilities: *cold resistance, fire resistance, lightning resistance, acid resistance, sonic resistance.* The PC must pay for the cost of the upgrade (the difference in price between the original item and the upgraded item).

Once the favor is used to get/upgrade the item in question, it should be marked as being consumed.

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:
- ❖ *Everburning Torch (Adventure, DMG)*
- ❖ *Stone of Alarm (Adventure, DMG)*

APL 4 (APL 2 Items plus):
- ❖ *Bag of Holding Type I (Adventure, DMG)*

APL 6 (APL 2, 4 Items plus):
- ❖ *Necklace of Prayer Beads (bead of blessing) (Adventure, DMG)*

APL 8 (APL 2, 4, 6 Items plus):
- ❖ *+2 Studded Leather Armor (Adventure, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):
- ❖ *Potion of Heroism (Adventure, DMG)*
- ❖ *Wand of Magic Missile (3rd Level Caster, Adventure, DMG)*

APL 12 (APL 2, 4, 6, 8, 10 Items plus):
- ❖ *+1 Bane (Undead) Longsword (Adventure, DMG)*

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