Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

GRM6-IN1 *Mound of Trouble* (Fey Track)

A Regional Interactive
Set in Gran March

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____
Home Region _____

Adventure Record#

596 CY ADVENTURE LEVEL OF PLAY *(CIRCLE ONE)*

APL 2 *max 450 xp; 450 gp*

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*

Event: __ConCarolinas 2006_ **Date:** _____

DM: _____
Signature RPGA #

Cross out any game effects this character does not gain.

Criminal!: This PC aided the Fey against Gran March. This PC is considered a criminal in Gran March. If they play an adventure set in Gran March, they must contact the Gran March triad for a determination of sentence or outcome.

Lost Time in Faerie: This PC lost time while in Faerie. This adventure costs ___ additional TUs. As well as losing time, all cold iron weapons this PC carried have been permanently transformed into silver weapons instead (note the items changed in the Notes section above) and this PC is not considered **Slightly Fey Touched** (see below).

Slightly Fey Touched: You are now immune to the Flowing Time of Faerie and can choose to leave Faerie when you desire without requiring a Will save. In addition, your fey connections make you enchanting to mortals, granting you a +2 competence bonus to Bluff and Perform checks. However your ties to Faerie have caused you to develop a severe distaste for cold iron. While carrying any item made of cold iron on your person (items in extra-dimensional spaces are not on your person), you are distracted and take a -2 circumstance penalty to all attacks and skill checks. Without regular contact with Faerie, the effect wanes. This effect lasts for three calendar years from your last visit to the Fey Lands (as determined by the date on the AR of your last visit).

Thorn Cohort: When this PC is 10th level (or higher) and possess the Leadership feat and a Leadership Score of 12 or greater, he may take a thorn as a cohort. The thorn is created using the rules in the LGCS and the stat block for a thorn in the MM3 (page 172). He can advance by class, and he may enter play already advanced, as long as his Cohort Level/ECL (class levels + 8) is within the limits in the DMG (page 106).

Tovenaar's Spellbooks: You have found the spellbooks of Tovenaar. There are a total of five spellbooks; each volume is available at a certain APL and above. They contain the following (SC*Spell Compendium*):

- APL 2: Spellbook I: 0 – *caltrops*SC, *electric jolt*SC, *launch bolt*SC, *sonic snap*SC; 1st – *backbiter*SC, *buzzing bee*SC, *distract assailant*SC, *sniper's shot*SC. *Price*: 400 gp; *Weight*: 3 lbs.
- APL 4: Spellbook II: 2nd – *false life, phantom foe*SC, *ray of stupidity*SC, *scorching ray, spectral hand*. *Price*: 500 gp; *Weight*: 3 lbs.
- APL 6: Spellbook III: 3rd – *dispel magic, mass snake's swiftness*SC, *mind poison*SC. *Price*: 450 gp; *Weight*: 3 lbs.
- APL 8: Spellbook IV: 4th – *burning blood*SC, *force missiles*SC, *sword of deception*SC. *Price*: 600 gp; *Weight*: 3 lbs.
- APL 10: Spellbook V: 5th – *baleful polymorph, nightstalker's transformation*SC. *Price*: 500 gp; *Weight*: 3 lbs.

Favor of Willekeurig: This PC was nice to Willekeurig. In return, she will arrange for the PC to learn one of the following *Spell Compendium* spells at a cost of 2 additional TUs (circle spell): *darkfire, inhibit, knight's move, moon bolt, sound lance*. Or, she will arrange for the PC to gain access to one of the following feats at a cost of 3 additional TUs (circle feat): Sudden Empower[CA], Sudden Still[CA], Sudden Silent[CA], Yondalla's Sense[RotW]. Or, she will arrange access (Frequency: Adventure) for the PC to purchase one of the following upgrades at a cost of 1 additional TU (circle upgrade): weapon special abilities – *deadly precision*[MH], *frost*; armor/shield special abilities – *shadow, silent moves*. Once spent, mark this Favor as USED.

TU	Starting TU
2 or 4 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:
- ❖ *Masterwork Flindbar* (Adventure; Monster Manual III, page 62)
- ❖ *Pearl of Power, 1st Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Quiver of Ehlonna* (Adventure; Dungeon Master's Guide)
- ❖ *Silversheen* (Adventure; Dungeon Master's Guide)
- ❖ *Tovenaar's Spellbooks* (Adventure; See Above)
- ❖ *Wand of Cure Light Wounds* (CL 1st; Adventure; Dungeon Master's Guide)

APL 4 (APL 2 plus the below):
- ❖ *Masterwork Leather Scale Armor* (Adventure; Arms & Equipment Guide)
- ❖ *Pearl of Power, 2nd Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Potion of Lesser Vigor* (Adventure; Spell Compendium)
- ❖ *Wand of Lesser Vigor* (CL 1st; Adventure; Spell Compendium)

APL 6 (APLs 2, 4 plus the below):
- ❖ *Bracers of Armor +2* (Adventure; Dungeon Master's Guide)
- ❖ *Field Provision Box* (Adventure; Miniatures Handbook)
- ❖ *Pearl of Power, 3rd Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Potion of Ebon Eyes* (Adventure; Spell Compendium)
- ❖ *Wand of Sting Ray* (CL 3rd; Adventure; Spell Compendium)

APL 8 (APLs 2, 4, 6 plus the below):
- ❖ *+1 Shadow, Silent Moves Leather Scale Armor* (Adventure; A&EG)
- ❖ *+1 Shock Lance* (Adventure; DMG)
- ❖ *+2 Bane (Human) Composite Longbow, +4 Str Bonus* (Adventure; DMG)
- ❖ *Belt of Giant Strength +4* (Adventure; Dungeon Master's Guide)
- ❖ *Gloves of Dexterity +4* (Adventure; Dungeon Master's Guide)
- ❖ *Headband of Intellect +4* (Adventure; Dungeon Master's Guide)
- ❖ *Periapt of Wisdom +4* (Adventure; Dungeon Master's Guide)

APL 10 (APLs 2, 4, 6, 8 plus the below):
- ❖ *+1 Deadly Precision Composite Longbow, +2 Str Bonus* (Adventure; MH)
- ❖ *+1 Improved Shadow, Silent Moves Leather Scale Armor* (Adventure; A&EG)
- ❖ *Heward's Handy Haversack* (Adventure; Dungeon Master's Guide)
- ❖ *Periapt of Wound Closure* (Adventure; Dungeon Master's Guide)
- ❖ *Potion of Girallon's Blessing* (Adventure; Spell 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