Living Greyhawk

This Certificate Certifies that

_____

Played by _____
Player RPGA #

Has completed
Hunt in the Hool
A Regional Adventure
set in Keoland

COST:
1 TU

PLAY NOTES: ❑ Leveled this adventure

Current Home Region: _____

592 CY
ADVENTURE

LEVEL OF PLAY:
(circle one)

APL 2
max 300 XP, 300 gp

APL 4
max 600 XP, 600 gp

APL 6
max 900 XP, 1,000 gp

APL 8
max 1,200 XP, 1,700 gp

TU Expenditure Notes

Other TUs Spent

TUs Remaining

Cross out game effects this character doesn't gain.

☛ **Influence Point** - Viscount Richart Jorgos of Nume Eor thanks you for capturing the escaped Scarlet Brotherhood monk Hutin Yo Bin. If you use this influence point at a later date, the judge should place an X over this text and initial it.

APL 2 and 4

Feral Ring - This ring is made of bronze, and the design on the ring is that of an animal claw, except it has an opposable thumb that completes the circlet. One time per day, the wearer of the ring can cast magic fang as per the PHB spell.
(*Caster Level:* 1st; *Prerequisites:* Forge Ring, *magic fang*; Market Price: 1,800 gp; *Frequency:* Regional)

APL 6 and 8

Ring of the Beast - This ring is made of bronze, and the design on the ring is that of an animal claw, except it has an opposable thumb that completes the circlet. Once per day, the wearer can cast greater magic fang as per the PHB spell. When the spell is in effect, the recipient also gains a +1 natural armor bonus to her AC. When the spell is in effect, however, the spell recipient takes on the survival instincts of a wild beast. If the spell recipient drops below less than one-quarter of her original hit points, she must make a Will save (DC 18) or flee from combat until the threat is gone. A successful save means that the character may stay in combat, but she is shaken (-2 to all attack rolls, damage rolls, skill checks, saving throws, etc.)
(*Caster Level:* 5th; *Prerequisites:* Forge Ring, *greater magic fang*, *barkskin*; *Market Price:* 7000 gp; *Frequency:* Regional).

Starting XP

XP Gained

XP Spent

New XP

/
Starting gp

/
Gp Gained

/
Gp Spent

/
End of Adventure gp

/
Bought/Sold Amounts

/
New Starting gp

Event_____ Date: _____

DM: _____
Signature RPGA #

Upkeep: ❑ none; ❑ Adventurers' Standard (12 gp x TU); ❑ Rich (50 gp x TU); ❑ Luxury (100 gp x TU).

Consumable Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp; **potion:** spell lvl x caster lvl x 50 gp; **wand charge:** spell lvl x caster lvl x 15 gp; **wondrous item:** market value. **arrow or bolt:** 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

ITEMS BOUGHT

Total

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items

1. _____
2. _____
3. _____

Consumable Items

© 2002 Wizards of the Coast. This certificate must be returned to the campaign staff or their representatives upon request. It has$0 cash value and cannot be sold for cash or other real world considerations.