Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

SHE5-01 Sounds of Silence

A Metaregional Adventure
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#

595 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

APL 8
max 2,250 xp; 2,600 gp

APL 10
max 2,700 xp; 4,600 gp

APL 12
max 3,150 xp; 6,600 gp

APL 14
max 3,600 xp; 13,200 gp

APL 16
max 4,050 xp; 19,800 gp

Cross out any game effects this character does not gain.

Mark of the "Word": For striking down the "Word of the Whispered One," you have earned his eternal enmity. He will always remember you for your actions against him.

Boon of the Elementals: For assisting the elementals trapped in the temple, you gain their boon. This counts as peaceful contact with an elemental for purposes of meeting the special requirement of the Elemental Savant prestige class (CA). If you have the means to reach the Elemental Planes of Earth or Water and spend 4 additional TUs there, this boon also grants access to the Elemental Warrior prestige class (*Planar Handbook*).

Planar Fork: This item can be used as the necessary focus for the spell *plane shift* (plane noted below). *Market Price*: 200 gp; *Weight*: - lbs.

Favor of Captain Vandris: For helping the captain with Fhar'anod, this PC may designate one item on this AR (or the one for the optional bonus round) as Frequency: Metaregional in addition to its Frequency: Adventure. This favor also grants the PC access (Frequency: Any) to the following weapons from CW: maul, greatbow, composite greatbow.

"Secret Revealed": This book, written by Darden Lithonich, reveals information on the history, magic, and religion of Vecna as well as on the architecture of his empire. A PC may take one hour to study this book and receive a +2 competence bonus to his Knowledge (arcana, architecture and engineering, history, and religion) checks, with regards to Vecna specifically, for the next twelve hours. *Market Price*: 1,280 gp; *Weight*: 3 lbs.

Sacrifice to the Whispered One: This PC sacrificed a secret to Vecna. The PC has suffered 1 point of permanent ability drain to his Int (until it is *restored*). Any divine spellcaster who makes such a sacrifice is considered to have made a gross violation of their code of conduct (see the Living Greyhawk Deities Document for details). Furthermore, there is a 10% chance that any priest of Vecna who looks upon this PC will recognize him as a person who has made a sacrifice to Vecna at this temple, unless the PC is disguised in some fashion.

Jahf ap Torl's Spellbooks: This PC gains access to one or more of Jahf ap Torl's spellbooks (the one at the APL played and all those at lower APLs):

- APL 8: 1st – *comprehend languages, detect secret doors, detect undead, grease, mage armor, magic missile, magic weapon, protection from good, ray of enfeeblement*; 2nd – *blindness/deafness, detect thoughts, invisibility, see invisibility, Tasha's hideous laughter*. *Market Price*: 950 gp; *Weight*: 3 lbs.
- APL 10: 1st – *obscuring mist*; 2nd – *false life*; 3rd – *dispel magic, displacement, haste, vampiric touch*. *Market Price*: 750 gp; *Weight*: 3 lbs.
- APL 12: 1st – *enlarge person*; 2nd – *darkness*; 3rd – *greater mage armor* (CA), *greater magic weapon*; 4th – *bestow curse, greater invisibility, mass enlarge person, stoneskin*. *Market Price*: 1,250 gp; *Weight*: 3 lbs.
- APL 14: 4th – *phantasmal killer*; 5th – *cloudkill, feeblemind, mind fog, telekinesis*. *Market Price*: 1,200 gp; *Weight*: 3 lbs.
- APL 16: 5th – *wall of force*; 6th – *globe of invulnerability, greater dispel magic, greater heroism*. *Market Price*: 1,150 gp; *Weight*: 3 lbs.

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 8 (all of the following):
- ❖ +1 Astral Driftmetal Full Plate (Adventure; Planar Handbook)
- ❖ Book Entitled "Secret Revealed" (Adventure; See Above)
- ❖ Elixir of Vision (Adventure; DMG)
- ❖ Jahf ap Torl's Spellbooks (Adventure; See Above)
- ❖ Masterwork Composite Greatbow, +2 Str Bonus or +1 Maul (Adventure; CW)
- ❖ Planar Fork – Earth or Water (Adventure; See Above)
- ❖ Vest of Resistance +1 (Adventure; CA)
- ❖ Wand of Detect Secret Doors (1st level caster; Adventure; DMG)

APL 10 (all of APL 8 plus the following):
- ❖ +1 Frost Falchion or +2 Studded Leather (Adventure; DMG)
- ❖ +1 Baatorian Green Steel Battleaxe or Spiked Chain (Adventure; A&EG)

APL 12 (all of APLs 8, 10 plus the following):
- ❖ +1 Icy Burst Falchion or +2 Improved Slick Studded Leather (Adventure; DMG)
- ❖ Pearl of Power, 1st Level Spell or Pearl of Power, 2nd Level Spell (Adventure; DMG)
- ❖ Cloak of Charisma +4 or Ring of Protection +2 (Adventure; DMG)
- ❖ Vest of Resistance +2 (Adventure; CA)

APL 14 (all of APLs 8, 10, 12 plus the following):
- ❖ +2 Baatorian Green Steel Battleaxe or Spiked Chain (Adventure; A&EG)
- ❖ Bracers of Armor +5 or Ring of Protection +3 (Adventure; DMG)
- ❖ Cloak of Resistance +2 or Charisma +6 (Adventure; DMG)
- ❖ Ioun Stone, Dusty Rose Prism or Pink Rhomboid (Adventure; DMG)
- ❖ Large Items: +1 Trident, Heavy Steel Shield (Adventure; DMG)
- ❖ Wand of Summon Monster IV (CL 7th; Adventure; DMG)

APL 16 (all of APLs 8, 10, 12, 14 plus the following):
- ❖ +2 Icy Burst Falchion or +4 Improved Slick Studded Leather (Adventure; DMG)
- ❖ Amulet of Health +4 or Belt of Giant Strength +4 (Adventure; DMG)
- ❖ Bracers of Armor +6 or Staff of Frost (Adventure; DMG)
- ❖ Cloak of Resistance +3 or Ring of Protection +4 (Adventure; DMG)
- ❖ Headband of Intellect +4 or Periapt of Wisdom +4 (Adventure; DMG)
- ❖ Vest of Resistance +3 (Adventure; CA)

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