Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

SHE6-06 *Steeped in Atrocity*

A Sheldomar Valley Metaregional Adventure Set in the Suss Forest

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#

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

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*

Cross out any game effects this character does not gain.

☛ **Commendation of the Knights of Luna**: This elven or half-elven PC has been formally commended by Knight Laith Filiadir. He recommends to his peers that you be contacted when they have an opening for squires.

☛ **Contact with the Tree Dwellers**: This PC ended this adventure with the following relations with the araneas of the Suss Forest (circle one): Hostile, Unfriendly, Indifferent, Friendly, Helpful.

☛ **Favor of Amerayne**: You gain access (Frequency: Metaregional) to purchase any of the following. Items may be masterwork quality and of any material to which the PC has access: *winged shield*, *owlfeather armor* (*Races of the Wild*), *hawkfeather armor* (*Races of the Wild*), *ring of freedom of movement*, *woodwalk* armor special ability upgrade (*Races of the Wild*). You must expend 1 additional TU in travel time to Celene each time you want to make purchases via this gratitude. Amerayne also gifts you with a small token, a polished opalescent sphere carved into a replica of the moon Celene. If checked, it radiates faint auras of divination and conjuration magic. Finally, you gain access to the Elven Spell Lore feat (*Player's Handbook* II).

☛ **Acclamation of Woric**: You gain access (Frequency: Metaregional) to purchase the following items: *belt of dwarvenkind*, *amulet of fortune prevailing* (*Miniatures Handbook*), *everlasting rations* (*Heroes of Battle*).

☛ **Gratitude of the Suss Rangers**: You may spend this favor to have the Rangers train any animals you possess to perform any of the tricks from the *Player's Handbook* or *Complete Adventurer* at a cost of 25 gp and 1 additional TU per trick per animal. The Rangers also offer you the opportunity to purchase one of the orphaned animals that they have raised and trained for fighting: panther (leopard) – 500 gp, tiger – 1,500 gp.

☛ **Flowering of Knowledge:** You may spend this favor to gain Access (Frequency: Adventure) to purchase any one item to which you had access on a previous AR. Mark this favor as USED when the item is purchased.

☛ **Jedidiah's Ransom**: You may spend this favor to gain access (Frequency: Adventure) to purchase, at a 10% discount, any one *ioun stone* that grants an ability enhancement bonus. Mark this favor as USED when the purchase is made.

☛ **Salute of the Knights of Luna**: You gain access to the Ruathar prestige class (Races of the Wild). You also gain access (Frequency: Metaregional) to purchase any of the following from *Races of the Wild*. Items may be masterwork quality and of any material to which the PC has access: elven thinblade, elven courtblade, elven lightblade, elvencraft bow.

☛ **Oversized Items**: You gain access (Frequency: Adventure) to purchase the following items: Large – *+1 dragonhide breastplate*, club, cold iron spiked chain, *+1 heavy shield*, *+1 spiked chain*, full plate, cold iron spiked gauntlet, silvered spiked gauntlet; Huge – *+1 greatclub*, *+1 mithral chain shirt with forestwarden shroud* (*Races of the Wild*).

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 10 (all of the following):
- ❖ *+1 Adamantine Greatsword* (*Adventure; Dungeon Master's Guide*)
- ❖ *Amulet of Health +4* (*Adventure; Dungeon Master's Guide*)
- ❖ *Armband of Reduction* (*Adventure; Arms & Equipment Guide*)
- ❖ *Bag of Tricks, Tan* (*Adventure; Dungeon Master's Guide*)
- ❖ *Bracers of Quick Strike* (*Adventure; Miniatures Handbook*)
- ❖ *Brooch of Shielding* (*Adventure; Dungeon Master's Guide*)
- ❖ *Circlet of Persuasion* (*Adventure; Dungeon Master's Guide*)
- ❖ *Cloak of Displacement, Minor* (*Adventure; Dungeon Master's Guide*)
- ❖ *Cloak of Elemental Protection* (*Adventure; Miniatures Handbook*)
- ❖ *Eyes of the Eagle* (*Adventure; Dungeon Master's Guide*)
- ❖ *Mithral Chain Shirt* (*Adventure; Dungeon Master's Guide*)
- ❖ *Vests of Resistance +1 or +2* (*Adventure; Complete Arcane*)

APL 12 (all of APL 10 plus the following):
- ❖ *+1 Mithral Full Plate* (*Adventure; Dungeon Master's Guide*)
- ❖ *+2 Mithral Breastplate* (*Adventure; Dungeon Master's Guide*)
- ❖ *+3 Buckler* (*Adventure; Dungeon Master's Guide*)
- ❖ *Dust of Dispersion* (*Adventure; Complete Arcane*)
- ❖ *Gloves of Fortunate Strike* (*Adventure; Miniatures Handbook*)
- ❖ *Headband of Intellect +4* (*Adventure; Dungeon Master's Guide*)
- ❖ *Heward's Handy Haversack* (*Adventure; Dungeon Master's Guide*)
- ❖ *Javelin of Lightning* (*Adventure; Dungeon Master's Guide*)
- ❖ *Periapt of Wisdom +4* (*Adventure; Dungeon Master's Guide*)
- ❖ *Quaal's Feather Tokens: Bird, Tree, Whip* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of Counterspells* (*Adventure; Dungeon Master's Guide*)

APL 14 (all of APLs 10, 12 plus the following):
- ❖ *+1 Wild Dragonhide Breastplate* (*Adventure; Dungeon Master's Guide*)
- ❖ *+3 Glamered Mithral Full Plate* (*Adventure; Dungeon Master's Guide*)
- ❖ *+3 Mithral Breastplate* (*Adventure; Dungeon Master's Guide*)
- ❖ *Bead of Force* (*Adventure; Dungeon Master's Guide*)
- ❖ *Belt of One Mighty Blow* (*Adventure; Miniatures Handbook*)
- ❖ *Boots of Levitation* (*Adventure; Dungeon Master's Guide*)
- ❖ *Headband of Intellect +6* (*Adventure; Dungeon Master's Guide*)
- ❖ *Ring of Greater Counterspells* (*Adventure; Dungeon Master's Guide II*)

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