Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

SHE7-04 *Out of Sight, Out of Mind*

A Sheldomar Valley Metaregional Adventure Set in Baransford

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#

597 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 8
max 1,125 xp; 1,300 gp

APL 10
max 1,350 xp; 2,300 gp

APL 12
max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

Fined: You have broken a law in Keoland that requires you to pay restitution to the family of the victim. Under "Other Coin Spent" on this AR, enter 20 times the APL in gp. You are allowed to go into negatives on the cash side of an AR just as long as the FINAL GP TOTAL at the bottom right is a positive number.

Wanted in Keoland: You have become of interest to the lawful authority of Keoland. You gain no benefits from Keoland meta-organizations, lifestyle costs for all Keoland regional adventures are doubled, and the value of all your influence points with Keoish nobles or organizations are halved. In order to remove this status, you must pay for your crimes via a Special Mission. Contact SpecialMission.keoland@gmail.com for more information.

Lydian Friendship: You are renowned among the followers of Lydia for having risked your own life for the sake of their deity's gentle teachings. They will gladly repay their debt to you by casting any one clerical spell of 6th level or lower for you at absolutely no charge (other than that of material components); you need only spend 1 TU at the end of any regional or metaregional adventure set within the Sheldomar Valley. If you wish to expend this favor for one or more other PCs, then all involved must spend the TU. In addition, for a period ending 1 calendar year after the date on this AR, you pay half the normal regional price for all NPC clerical spellcasting (excluding material component costs) within the Sheldomar Valley.

Known to the Smoking Mirror: You have made yourself a thorn in the side of one of the great evil powers of the universe. This fact may have serious consequences in subsequent adventures.

Lydian Gratitude: The followers of Lydia are grateful for your aid in securing the safety of Ladylight Pass. Due to their influence throughout the Sheldomar Valley, for a period ending 1 calendar year after the date on this AR, you pay half the normal regional price for all NPC clerical spellcasting (excluding material component costs) within the Sheldomar Valley.

Legacy of Lydia: You chose to stay behind in the Hall of Light for a period of time in order to allow the Lydians to study the ultra-powerful magic that resides therein. Pilgrims from all over the Flanaess flock to the place, and you reap rewards both material and metaphysical. For each TU up to 4 you choose to spend in the Hall, you gain 100 gp plus 10 gp for each point of your combined Int, Wis, and Cha bonuses (if positive) in gifts from grateful Lydians.

(10 x TUs ____ x Bonuses ____) + 100 = Total GP gained _____

You also gain access (Frequency: Metaregional) to purchase any one magic item from the DMG of up to 4,000 gp value per TU sacrificed (so 4 TUs sacrificed has max limit of 32,00 gp value item).

Access Selected _____

The item chosen has one additional restriction; it cannot include the ability to cause any form of damage.

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 8 (all of the following):
- ❖ *+1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)*
- ❖ *+2 Mithral Breastplate (Adventure; Dungeon Master's Guide)*
- ❖ *Eyes of Truth (Adventure; Magic Item Compendium)*
- ❖ *Large +2 Keen Greataxe (Adventure; Dungeon Master's Guide)*

APL 10 (all of APL 8 plus the following):
- ❖ *Crystal Mask of Discernment (Adventure; Magic Item Compendium)*
- ❖ *Gem of Brightness (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Instant Escape (Adventure; Complete Mage)*
- ❖ *Wand of Searing Light (CL 6th; Adventure; Dungeon Master's Guide)*

APLs 12 (all of APLs 8, 10 plus the following):
- ❖ *Boots of Teleportation (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Elusive Escape (Adventure; Complete Mage)*
- ❖ *Scarab of Protection (Adventure; Dungeon Master's Guide)*
- ❖ *Staff of Illumination (Adventure; Dungeon Master's Guide)*

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