Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed SHE7-05 *Bones of Contention*
A Sheldomar Valley Metaregional Adventure Set in the Suss Forest and Gained the Following Special Effects

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 10

APL 12

APL 14

Cross out any game effects this character does not gain.

Vegetative State: The PC has been overrun by the Suss Elder and has been permanently changed into a wood woad under the mental control of the Elder during this event. All metal items possessed by the PC are permanently changed into non-magical wooden replicas. When this event is over, the PC regains his mind and can leave the area if desired. The only way to recover the PC is to voluntarily die and have a druid of at least 15th level cast a *reincarnate* on him, with any result of a non-playable PC being replaced with sylvan elf.

Swept Away!: This PC has been caught in a roiling wave of positive and negative energy which swept him to a small stable area on the Positive Material Plane. Unless this PC has means to make an immediate escape, the healing energies of the plane begin acting on him. The PC is forced to constantly inflict damage on himself to avoid "death by healing". The PC can ultimately escape the plane per the rules in the LGCS. In addition, the PC's skin and belongings all glow a brilliant yellow/orange for the next 10 adventures, illuminating as a *sun rod* and acting as per *glitterdust* on a hiding or invisible PC.

Goods Recovered!: A PC who received the **Captured!** effect in SHE6-02 *Brooding Boughs* may recover two items that were taken from him when enslaved (as noted on the special AR from that adventure). The items are found on orcs defeated in this adventure. Select one item to be recovered and have the DM randomly determined the second item.

***Boccob's Blessed Book*, With Spells**: The book contains the following spells:
- 1st – *charm person, distract assailant* (SpC), *grease, mage armor, ray of enfeeblement, shield, slide* (SpC), *true strike.*
- 2nd – *bear's endurance, blur, chain of eyes* (SpC), *darkvision* (SpC), *false life, fox's cunning, glitterdust, scorching ray, see invisibility.*
- 3rd – *alter fortune* (SpC), *arcane sight, bands of steel* (SpC), *dispel magic, fly, heart of water* (SpC), *heroism, secret page, stinking cloud, tongues.*
- 4th – *greater invisibility, greater mirror image* (SpC), *heart of earth* (SpC), *Otiluke's resilient sphere, wall of evil* (SpC).
- 5th – *feeblemind, Mordenkainen's private sanctum, permanency, phantasmal thief* (SpC), *Rary's telepathic bond, refusal, spiritwall* (SpC).
- 6th – *flesh to stone, guards and wards, ruby ray of reversal* (SpC), *superior resistance* (SpC).
- 7th – *brilliant aura* (SpC), *greater arcane sight, limited wish, project image.*
- 8th – *maze, superior invisibility* (SpC).

TU
Starting TU

O 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*)

APLs 10, 12 – See first AR for this adventure.

APL 14 (all of APLs 10, 12 plus the following):
- *+1 Deathward Buckler* (Adventure; Magic Item Compendium)
- *+1 Everbright Bloodstone Longsword* (Adventure; Magic Item Compendium)
- *Bow of the Wintermoon* (Adventure; Magic Item Compendium)
- *Crystal of Return, Lesser* (Adventure; Magic Item Compendium; Limit 1)
- *Elixir of Hiding* (Adventure; Dungeon Master's Guide)
- *Elixir of Sneaking* (Adventure; Dungeon Master's Guide)
- *Eternal Wand of Silence* (CL 3rd; Adventure; Magic Item Compendium; Limit 1)
- *Goggles of Minute Seeing* (Adventure; Dungeon Master's Guide)
- *Infinite Scrollcase* (Adventure; Magic Item Compendium; Limit 1)
- *Metamagic Rod, Empower, Lesser* (Adventure; Dungeon Master's Guide; Limit 1)
- *Millennial Chain Mail* (Adventure; Magic Item Compendium)
- *Quiver of Acid Energy* (Adventure; Magic Item Compendium)
- *Ring of Counterspells* (Adventure; Dungeon Master's Guide)
- *Ring of Greater Counterspells* (Adventure; Magic Item 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