Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
SHE8-03 *Bloodlines*
A Metaregional Adventure
Set in Hochoch

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#

598 CY ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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.

☛ **Line Squire**: If you meet the requirements to squire to the Knights of the Watch and Dispatch, you may do so at a cost of 8 additional TUs. This includes being taken to Trilesimain's Rest where you too will receive the **Line of Trilesimain** effect. Promotion to Vigil is automatic in three real months if not accomplished sooner.

PCs that were squires at the beginning of this adventure are promoted to Vigils, bypassing normal requirements; before advancing further they must meet all requirements.

☛ **Blessings**: This PC starts the next adventure under the effects of an extended *heroes' feast* (CL 16) and an extended *delay poison* (CL 16), and they may invoke a *divine power* at CL 16 as a swift action during that adventure.

☛ **Thanks from an Old Librarian**: By spending 1 additional TU (2 TUs if you must only go by the pictures) studying the book from the Old Librarian, you may learn a single skill trick from CS. This book contains all the skill tricks from that book and grants additional access with the expenditure of 1 TU per trick.

☛ **High Oath**: You have sworn a High Oath to the Grandiose Imperial Wyvern not to reveal information regarding the bloodlines, contingency planning, and secret precepts. At the end of each Sheldomar Valley or Greyhawk city adventure in which you willingly break this oath, the character is murdered and you jaw and left hand removed. A resurrection or reincarnation may be applied as normal.

☛ **High Oath Refused**: You refused to swear the High Oath. The knights kept you prisoner for 10 additional TUs but you escaped. At the end of any Sheldomar Valley or Free City of Greyhawk adventure, there is a 50% chance your PC is murdered (only 10% in the Yeomanry and 30% in the Principality of Ulek) with your jaw and left hand removed. A *resurrection* or *reincarnation* may be applied as normal.

☛ **Line of Trilesimain**: Your vision has left a 5-inch scar on your chest, which marks you as part of the Line of Trilesimain, either a direct descendant or of one of his blood brothers or adopted children. Once per adventure, if you take enough damage to go beyond –9 hp, you automatically receive a 9-point *close wounds* spell. Once per day, if you go to –1 to –9 hp, you automatically stabilize.

In addition, you have a +2 sacred bonus to attack and damage rolls with melee weapons against creatures with the Shadow, Fade, or Umbral templates, and, should you confirm a threat on these creatures, you do normal damage bypassing miss chance or ignoring damage abilities. After confirming the threat, you also glow like the *daylight* spell in a 5-foot radius as a supernatural ability for your Cha bonus in rounds (minimum 1).

You gain 20 promotion points in the Knights of the Watch or Dispatch, and Dispatcher Garellon Egraldin, Most High Magnificent Puissant Nightwing recommends you for promotion; if you qualify for such a promotion to Beast of the Air, except time in grade, the time requirement is waived. This AR item replaces and supersedes the one of a similar name from ***SHE7-07 Prophecies***.

☛ **Thanks of the Grandiose Imperial Wyvern**: For assisting the Order and the Sheldomar Valley, Magnus Vrianian owes you a debt of gratitude. If you had **Enmity** or **Disfavor with the Knights**, this is forgotten. If you are of a race that can be a member of the Knights of the Watch, select (and circle) two of the following benefits. If you are of a race that cannot be a member of the Knights of the Watch, circle three instead:

- Access to a Dire Eagle animal companion (RoS) or Celestial Griffon paladin mount.
- Access to any one PHB2 non-Closed feat
- Metaregional access to a *sun blade* and the following weapon special ability upgrades: *axiomatic, keen, returning, holy.*
- Add Frequency: Metaregional to all access under **Items Found During the Adventure** below.

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 Mithral Chain Shirt or Full Plate* (Adventure; DMG)
- ❖ *+1 Shadow Silent Moves Mithral Breastplate* (Adventure; DMG)
- ❖ *Ring of Counterspells* (Adventure; DMG)

APL 10 (all of APL 8 plus the following):
- ❖ *+1 Keen Falchion* (Adventure; DMG)
- ❖ *Boots of Speed* (Adventure; DMG; Limit 1)
- ❖ *Riding Boots* (Adventure; DMG2; Limit 1)

APL 12 (all of APLs 8, 10 plus the following):
- ❖ *+1 Thundering Heavy Flail* (Adventure; DMG)
- ❖ *Dragon Mask* (Adventure; MIC; Limit 1)
- ❖ *Hexbands* (Adventure; MIC; Limit 1)
- ❖ *Tunic of Steady Spellcasting* (Adventure; MIC; Limit 1)

APL 14 (all of APLs 8, 10, 12 plus the following):
- ❖ *+1 Bane (Dwarves) Composite Longbow, +2 Str Bonus* (Adventure; DMG)
- ❖ *+2 Light Fortification Mithral Chain Shirt* (Adventure; DMG)
- ❖ *Metamagic Rod, Extend* (Adventure; DMG; Limit 1)

APL 16 (all of APLs 8, 10, 12, 14 plus the following):
- ❖ *Metamagic Rod, Extend, Greater* (Adventure; DMG; Limit 1)

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