



## This Record Certifies that

Played by \_\_\_\_\_  
Player RPGA #

**Has Completed**  
**Legacy of Madness**  
**A Meta-regional Adventure**  
**Set in The United Kingdom of Ahlissa**



### 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#

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

**APL 2**

max 900 xp; 800 gp

**APL 4**

max 1,350 xp; 1,200 gp

**APL 6**

max 1,800 xp; 1,600 gp

**APL 8**

max 2,250 xp; 2,500 gp

**APL 10**

max 2,700 xp; 4,200 gp

❖ **Gauntlet of the Champion.** This item takes the form of a steel, crimson hued, gauntlet, sized for a large human male. In its palm has been engraved a stylised gauntlet clutching six wickedly barbed arrows. Engraved around the wrist of the gauntlet, in Old Oeridian are the words "Six forged for the Six."

The gauntlet radiates dimly of evocation magic. Shouting the command word, Hextor, in a clear voice allows the wearer to cast *divine favour* upon himself once per day.

Only one PC may leave the table with this item

*Caster Level* 6<sup>th</sup>; *Prerequisites*: Craft Wondrous Item, *divine favour*; *Market Price* 5,400 gp; *Weight* 4 lb.

❖ **Farland's Ring.** Forged from plain iron this ring is featureless apart from the intricate engraving of a sunburst set under an ornate crown. It radiates a dim magic of an indiscernible type and has no apparent uses or abilities.

Only one PC may leave the table with this item.

*Caster Level* 12<sup>th</sup>; *Prerequisites*: Forge Ring, unknown spell(s); *Market Price* 50 gp.

❖ **Favour of Harendal.** Harendal is a poor man and cannot offer the PCs any coin as a reward for rescuing Lerial. He has contacts however throughout Ahlissa and can acquire things for his friends. Thus, one time only, Harendal will acquire an item for each PC, although the PC must still pay for the item. The PC must be able to purchase said item following the rules laid down in the LIVING GREYHAWK Campaign Sourcebook, but is not bound by any GP Settlement Limit. Delivery of the item takes place after the character has finished his next Core, Regional or Meta-regional event.

Cross through this entry once used.

❖ **Free Travel Throughout the Kingdom of Ahlissa.** The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

❖ **Wanted!** The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them. Note here which noble(s) were slain by the PC.

### ITEMS FOUND DURING THE ADVENTURE

*Cross off all items NOT found*

#### APL 2

❖ *Gauntlet of the Champion* (Adventure; 6<sup>th</sup> level caster; 5,400 gp; see above)

❖ *Farland's Ring* (Adventure; 12<sup>th</sup> level caster; 50 gp; see above)

#### APL 4 (all of APL2 plus the following)

❖ *Potion of fly* (Any; 5<sup>th</sup> level caster; DUNGEON MASTER's Guide)

#### APL 6 (all of APLs 2-4 plus the following)

❖ *Wand of cure light wounds* - 17 charges (Region; 1<sup>st</sup> level caster; 255 gp; DUNGEON MASTER's Guide)

❖ *Scroll of poison* (Region; 4<sup>th</sup> level caster; DUNGEON MASTER's Guide)

#### APL 8 (all of APLs 2-6 plus the following)

❖ *Potion of heroism* (Any; 4<sup>th</sup> level caster; DUNGEON MASTER's Guide)

❖ *Wand of hold person* - 12 charges (Any; 3<sup>rd</sup> level caster; DUNGEON MASTER's Guide)

#### APL 10 (all of APLs 2-8 plus the following)

❖ +2 *heavy flail* (Region; DUNGEON MASTER's Guide)

❖ +2 *full plate* (Any; DUNGEON MASTER's Guide)

❖ *Scroll of wind walk* (Region; 11<sup>th</sup> level caster; DUNGEON MASTER's Guide)

❖ *Wand of searing light* - 7 charges (Adventure; 6<sup>th</sup> level caster; 1,890 gp; 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**

TU

*Starting TU*

2 OF 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**