



## This Record Certifies that

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

**Has Completed**  
*For the Family's Honour*  
**A Meta-regional Adventure**  
**Set in The Free State of Onnwal**



### 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 450 XP; 400 gp

**APL 4**

max 675 XP; 590 gp

**APL 6**

max 900 XP; 800 gp

**APL 8**

max 1,125 XP; 1,128 gp

☛ **Favour of Cavius:** For your next two adventures within Onnwal receive free standard upkeep at Brandrenn Keep.

☛ **Curse of Cavius Brandrenn:** The bearer has been cursed by the spirit of Cavius Brandrenn. The curse acts as a *daze* spell. Will save (DC 14 + APL) negates, once per module, at the DM's discretion. Can only be removed via *remove curse* cast by a 9<sup>th</sup> level or higher cleric of Trithereon.

☛ **Wrath of Sordorb Brandrenn:** The bearer has earned the eternal enmity of Sordorb Brandrenn. This may have consequences in future modules.

☛ **Spiritus Cærimonia:** This is +1 battleaxe sacred to the faith of Heironeous. Any follower of Heironeous will recognize it as such and attempt to retrieve it.

Note: This item may only be purchased if Cavius Brandrenn is slain.

☛ **Disfavour of Halshas Geldrenn:** Having offended the Baron of Silvervale, Halshas Geldrenn, the bearer is now disliked and disfavoured by Halshas. For characters based outside of Onnwal, their next module based in Onnwal will cost an additional 1 TU, as they are labelled troublemakers by border patrols. For Onnwaliens this has the effect of the standard 'Disfavour'.

☛ **Wanted in Onnwal:** The bearer is wanted for the murder of a noble in the Free State of Onnwal. If this PC returns to Onnwal and is recognised by any agent of the Free State, he will be immediately attacked with intent to kill.

☛ **Amulet of Misdirection:** Cursed family heirloom of Sordorb. Neutralises divination spells cast on Sordorb by transferring the divination to a tree. Any alignment divined will be true neutral. The item is not transferable if Sordorb is still alive. If Sordorb dies, the curse is broken and it becomes an ordinary amulet, value 5 gp.

TU

Starting TU

1 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 2

❖ Wand of true strike (5 charges) (Any; *Dungeon Master's Guide*; 75 gp)

❖ Spiritus Cærimonia +1 battleaxe blessed of Heironeous (Adventure; see above; 2310 gp)

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

❖ Potion of cure serious wounds (Any; *Dungeon Master's Guide*; 750 gp)

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

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

❖ Bead of force (*Region; Dungeon Master's Guide*)

The following items are available for purchase after any LIVING GREYHAWK Event.

❖ All items from the PHB, tables 7-3, 7-4, 7-5, 7-7, 7-8, and 7-9 with the exception of spells

❖ Any +1 weapon or armour of a type listed in the PHB on table 7-4

❖ Any potion from the DMG table 8-18 valued at 500 gp or under

❖ Any scroll from the DMG tables 8-24 and 8-25 valued at 500 gp or under

❖ +1 ring of protection

❖ +1 amulet of natural armour

❖ +1 bracers of armour

❖ +1 cloak of resistance

### 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