

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____



Play Notes:

- Gained a level
- Lost a level
- Ability Drained _____
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

597 CY ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

Has Completed
ESA7-03 – The Wake of the Tempest
A Metaregional Adventure
Set in the see of Medegia

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Gratitude of Montesser: Through their contacts they can arrange meta-regional access to the items in table 5-6 of *Stormwrack*.

In addition Froznir's men can organize one of the following:

- Training in the Dread Pirate (*Complete Adventurer*) prestige class;
- Training in the Scarlet Corsair (*Stormwrack*) prestige class; OR
- Meta-regional access to the items marked with a † below.

Circle the favor chosen.

Bounty of the Ebenhild: For your share in capturing the *Ebenhild* you have gained meta-regional access to the treasures on it, marked with a ‡ below.

Known to Delglath the Undying: Word has reached Delglath of your part in depriving him of part of his fleet. To be singled out by such a powerful enemy is not something to be taken lightly.

Brass Pitcher: You have retrieved a brass pitcher, intricately decorated and apparently bearing a map. The map seems to depict a location in the midst of a large expanse of water.

Guinilas' Blessing: Guinilas has bestowed a blessing on you. The next time you begin to drown a *water breathing* spell activates on you only. The caster level of the spell is 5. Cross off this favor once used.

Favor of Bers Gurfing: Bers is very grateful for your assistance and has arranged meta-regional access (at standard costs) to the following items, all from the *Magic Item Compendium*: *belt of hidden pouches*, *helm of the hunter*, *infinite scroll case*, *ring of brief blessing*, *wilding clasp*, and *winged vest*.

This player and PC CANNOT play NMR7-02 The Wake of the Tempest!

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 2

- ❖ *Cloak of elemental resistance* (Adventure; 1,000 gp; MIC) ‡
- ❖ *Goggles of minute seeing* (Adventure; DMG)
- ❖ *Quaal's feather token (bird)* (Adventure; DMG) †
- ❖ *Scroll of moon lust* (Adventure; 25 gp; SC) †
- ❖ *Scroll of vision of glory* (Adventure; 25 gp; SC) †

APL 4 (all of APL2 plus the following)

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

- ❖ *Folding boat* (Adventure; DMG) ‡

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

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

- ❖ *Belt of one mighty blow* (Adventure; 1,500gp; MIC) †
- ❖ *Pearl of power (1st level)* (Adventure; DMG)

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

Subtotal

+ GP

GP Gained

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

Subtotal

GP

FINAL GP TOTAL