

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
ESA7-06/NM7-06 – Eye of the Tempest
A Metaregional Adventure
Set in the Solnor Ocean



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 6

max 1,800 xp; 1,800 gp

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

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

Heroes of the Waves: You were instrumental in defeating the undead fleet terrorizing the Solnor. Such efforts do not go unrewarded. As such, you have gained access to the following (all from *Stormwrack* except where noted):

Feats: Expert Swimmer, Sea Legs, Ship's Mage, Storm Magic;

Items: aquatic weapon ability (MIC), buoyant armor ability (MIC), everfull sails, rogue's vest (DMG2), scarf of spellcatching (DMG2), vest of legends (DMG2), water elemental power [Large or Huge] weapon synergy ability (DMG2);

Prestige Classes: Dread Pirate, Legendary Captain or Stormcaster;

Spells: control currents, detect ship, favorable wind, roar of the wind, siren's call, stead of the seas, wake trailing.

Legacy of the Orca: For a time, you were at one with a magical vessel, an artifact of power. No one has such a bond without some lingering effect. You may use the following powers (as if a by a spell caster of your level) once each (tick when used):

- control water
- gust of wind
- water breathing

Sea Bounty: As part of your valor in the defeat of the enemy fleet, you have earned a share in the battle's bounty. You may claim a captured vessel as your own (though you must pay the full cost, and the vessel has no crew – they must be hired). You have access to one of the following type of vessel (tick chosen selection):

- APL 6–8:** Pinnacle (*Stormwrack*, 2,250gp)
- APL 10:** Cog (*Stormwrack*, 3,000gp)
- APL 12:** Dhow (*Stormwrack*, 3,500gp)
- APL 14:** Caravel (*Stormwrack*, 5,000gp)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ +1 chitin armor (Adventure; 1,175 gp; *Stormwrack*),
- ❖ Oars of speed (Adventure; 2,500 gp; *Stormwrack*),

APL 8 (all of APL6 plus the following)

- ❖ Magnificent captain's coat (Adventure; 11,000 gp; *Stormwrack*),

APL 10 (all of APLs 6-8 plus the following)

- ❖ +1 sharkskin armor (Adventure; 1,185 gp; *Stormwrack*)
- ❖ Ki straps (Adventure; 5,000 gp; MIC)
- ❖ Ring of four winds (Adventure; 20,000 gp; *Stormwrack*)
- ❖ Stormrider cloak (Adventure; 30,000 gp; *Stormwrack*)

APL 12 (all of APLs 6-10 plus the following)

- ❖ +1 sharkskin armor of spell resistance (13) (Adventure; 9,185 gp; *Stormwrack*)
- ❖ Rock boots (Adventure; 2,000 gp; MIC)

APL 14 (all of APLs 6-12 plus the following)

- ❖ +1 sharkskin armor of spell resistance (15) (Adventure; 16,185 gp; *Stormwrack*)

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

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