Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
When Nightingales Sing
A Regional Adventure
Set in the Principality of Naerie

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#

595 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 1125 XP; 1300 gp

☛ **Favor of House Oedil:** This favor can be saved for future or exchanged for one time access (frequency: Any) to *bane (human)* weapon enchantment.

☛ **Favor of House Arxx:** Two favours from House Arxx grant access to the *shock* weapon enchantments. (Frequency: Any). Naerie Triad may determine further uses for house favors in the future.

☛ **Favored by Berik Oedil:**. You always have free luxury upkeep in modules starting in Barony of Ingmalt and permanent influence point with House Oedil. In addition, you gain +2 bonus to all Charisma based skills when dealing with Ahlissan nobles. This favor is only available to those who have played module SND3-02 *Harsh Words*.

☛ **Traneth:** For helping Traneth, you have earned an influence point with Knights of the Chase or Church of Trithereon.

☛ **Tested by Braegan:** You've been tested by Braegan and found worthy. This grants you an influence point with Jade Mask or Idee Volunteers.

☛ **Safe house reported:** You have reported the existence of Jade Mask safe house and proven yourself a loyal servant of Ahlissa. This gives you a single favour with any noble house or removes a single disfavor. However, you lose all favours with Jade Mask and Idee Volunteers you currently have and cannot gain influence with them anymore.

☛ **Sargh:** You have influence point with Naerie thieves' guild. You also gain +2 bonus to Forgery, Gather Information or Knowledge (the Splintered Sun) while in Ekehold or in any module Sargh is encountered.

☛ **Wrath of Brymar:** Should you ever meet Brymar again, he will consider you his mortal enemy.

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
- ❖ Medium spider venom (Adventure, 150 gp, DMG)
- ❖ Warmace (Adventure, 50 gp, CW)

APL 4 (All of APL 2 plus the following)
- ❖ *brooch of shielding* (Adventure, DMG)
- ❖ Masterwork warmace (Adventure, CW)

APL 6 (All of APLs 2-4 plus the following)
- ❖ *bracers of armour +2* (Adventure, DMG)
- ❖ *+1 spell resistance 13 full plate* (Adventure, DMG)

APL 8 (All of APLs 2-6 plus the following)
- ❖ *monk's belt* (Any, DMG)
- ❖ *+1 bane (human) guisarme* (Adventure, DMG)
- ❖ *+1 large greatclub* (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

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

+ GP
GP Gained

GP
Subtotal

- GP
GP Spent

GP
FINAL GP TOTAL