Living Greyhawk

This Record Certifies that

_____

played by_____
Player RPGA #

Has Completed
SND4-03 Woodland Games
A Regional Adventure
Set in The Kingdom of Sunndi

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#

594 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 XP; 450 gp
(max 650 XP; 675 gp)

APL 4
max 675 XP; 650 gp
(max 960 XP; 975 gp)

APL 6
max 900 XP; 900 gp
(max 1,320 XP; 1,350 gp)

APL 8
max 1,125 XP; 1,300 gp
(max 1,655 XP; 2,050 gp)

(Use bracketed figures if the optional encounters are played).

☛ **Fey Touched:** The character has become fey touched. While this has little direct consequences, it might have an impact in future scenarios.

☛ **Fickle Time:** Time is fickle and unpredictable in the lands of the Fey. Due to the tricks of the hag Raisa, or foolishness on your side, you spend more time there than expected. You need to spend __ extra TU in addition to the normal TUs.

☛ **Stolen Shadow:** The character does not have a shadow nor does the character cast a reflection. While most people don't notice this effect unless specifically looking for it, it does create a sense of uneasiness, causing a -2 circumstance penalty on any social related checks except Intimidate.

With the loss of the shadow, a spark of the character's knowledge or skill got lost as well. _____ has been reduced to 0 ranks, with all the related consequences. While the character can still use the skill if it can be used untrained, the character can never put new skill points in it until the shadow is returned.

A *remove curse* or *break enchantment* cast by a 12th level or higher spellcaster, as well as a *limited wish*, *wish* or *miracle* can return the stolen shadow. With the shadow the skill points return and the character can once again improve in the skill.

☛ **One Favour with the Sunndian Army:** Besides standard uses this favor can be spend for a one-time access to one of the following items (normal *Dungeon Master's Guide* price must still be paid): 1 suite of adamantine armor, 1 suite of mithral armor, or 1 adamantine weapon.

☛ **One Favour with the Pitchfield Merchant Guild:** You earned the favour with the Pitchfield Merchant Guild, which can be used for standard uses or in future scenarios.

☛ **One Favour with the Fey of Rieuwood:** Spending this favor grants one-time access to one of the following items (normal *Dungeon Master's Guide* price must still be paid): upgrade one stat-boosting item to +4 or one arcane scroll with 1x 5th level Illusion or Enchantment spell from the *Player's Handbook*.

☛ **One Favour with the Rieuwood druids:** This favor counts as a favor with the temples of Ehlonna and Obad-Hai. Unbeknownst to the PC, it also counts as a favor with the Order of the Emerald Oak. Besides standard uses, it can also be spend to gain one time access to one of the following items: *amulet of mighty fist +1, amulet of natural armor +2, boots of striding and springing* or *druid's vestment.*

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
- ❖ *Bag of holding, type 1* (Adventure, DMG)
- ❖ *Figure of wondrous power – silver raven* (Regional, DMG)

APL 4 (all of APL 2 plus the following)
- ❖ *Elixir of Love* (Adventure, DMG)

APL 6 (all of APLs 2-4 plus the following)
- ❖ *Brooch of shielding* (Adventure, DMG)
- ❖ *Elven chain* (Adventure, DMG)
- ❖ *Figurine of wondrous power – serpentine owl* (Regional, DMG)
- ❖ *Necklace of fireballs, type 1* (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following)
- ❖ *Lesser metamagic rod, extend* (Adventure, DMG)
- ❖ *Lion's Shield* (Adventure, DMG)
- ❖ *Necklace of fireballs, type 2* (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