

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
SND7-03M – Battle Fatigue
A Regional Mini-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#

597 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 2

max 225xp; 225 gp

APL 4

max 338 xp; 325 gp

APL 6

max 450 xp; 450 gp

APL 8

max 563 xp; 650 gp

APL 10

max 675 xp; 1,150 gp

APL 12

max 788 xp; 1,650 gp

APL 14

max 900 xp; 3,300 gp

Favor of Hazendel/Eyanata: It can be spend as a regular favor with countess Eyanata of Esparithen, sister of Hazendel. It might have additional uses in future adventures.

In addition Hazendel gave you a bottle of Intasinodor, expensive very high quality elven wine that is never sold. It could be sold for 200 gp, but selling a gift is highly frowned upon. While the wine is non-magical if served or offered as a gift during negotiations with creatures that appreciate wine you gain a +2 circumstance bonus on the Diplomacy check.

Failure in Duty: You loose 5 promotion points and if this drops you below the minimum requirement for your current rank you are demoted. Members of the Sunndi military or the Barakadar must spend 8 TU in a labor camp as punishment.

Non-soldiers gain a high-risk status with the Sunndian Army and the Jade Mask and they cannot become a squire or raise a rank in the Knights of the Realm or join the army. Non-soldiers can remove disfavor with any favor with the army or member of the Congress of Lords.

Favor of King Kestor: It can be spend as a regular favor with king Kestor.

In addition, Kestor paid a highly skilled artist to make a small statue or painting (circle your choice) commemorating your battle with the undead and the rescue of Kestor. It depicts an action of your choice in that battle described under this favor's text. The work of art might have additional effects in future adventures, or can be sold for 200 gp.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 2

- ❖ *Potion of lesser vigor* (Adventure; SC)
- ❖ *Screaming bolt* (Adventure; DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Blessed bandage* (Adventure; 10 gp; MIC)

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

- ❖ *Hammersphere* (Adventure; 1,500 gp; MIC)

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

- ❖ *Armbands of might* (Adventure; 4,100 gp; MIC)

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

- ❖ *Circlet of persuasion* (Adventure; DMG)
- ❖ *Scroll of anticipate teleportation* (Adventure; SC)

APL 12 (all of APLs 2-10 plus the following)

- ❖ *Scroll of benign transposition* (Adventure; SC)
- ❖ *Scroll of surefooted stride* (Adventure; SC)

APL 14 (all of APLs 2-14 plus the following)

- ❖ *Quicksilver boots* (Adventure; 3,500 gp; MIC)
- ❖ *Ring of counterspells* (Adventure; DMG)
- ❖ *Wand of benign transposition* (Adventure; SC)

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