Living Greyhawk

This Record Certifies that

Character Name | Class and Levels

Player Name | RPGA #

Has Completed

VTF7-05 Underhandedness

A Fals, Tuflik, Velverdyva Meta-Regional Adventure set in the Dyvers Region

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained*
- ❑ _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____

_____

*Home Region*_____

Adventure Record#

597 CY

ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____

Signature | *RPGA #*

APL 8
max 1,125xp; 1,300gp

APL 10
max 1,350xp; 2,300gp

APL 12
max 1,575xp; 3,300gp

APL 14
max 1,800xp; 6,600gp

Disfavor of Timmorn Darkeyes: You have defeated the Master Thief of the Alliance and paraded her body in public. Gutsy, but lethal. At the end of any adventure within the VTF meta-region or its constituent regions, you must succeed in a DC 35 Disguise check or be assassinated. Your body is unrecoverable, requiring a *true resurrection*, *miracle*, or *wish* to come back to life. Once you have been assassinated in this way, the disfavor is crossed off.

Forgiveness of Timmorn Darkeyes: You have aided the Master Thief, and she does not forget her debts. By crossing off this favor and paying 1,000 gp in restitution, you may cancel one of the following disfavors:

Enmity of Vincent Fleet (DYV6-02), Enmity of Felbon (DYV6-07), Disfavor of Rumontas (VEL6-02), Tears of the Marid I-O-U (TUS6-03), Enmity of the Tears of the Marid (TUS6-03).

Gratitude of Timmorn Darkeyes: You have aided the Master Thief, and she does not forget her debts. You now have meta-regional access to the items marked with a [T]. In addition, the following armor enhancements from the *Magic Item Compendium* are considered Open for you: *aporter*, *agile*, *improved agile*, *greater agile*.

Hat of Protection: This hat offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Prerequisites: CL 5th; Forge Ring, *shield of faith*, caster must be of a level at least three times greater than the bonus of the hat.

Price: 4,000 gp (+1); 16,000 gp (+2); 36,000 gp (+3); 64,000 gp (+4); 100,000 gp (+5)

Gratitude of House Herall: Your actions have aided House Herall in gaining some political clout. As a result, the following from the *Magic Item Compendium* are considered Open for you: armor enhancements—*healing*, *greater healing*, *stamina*, *improved stamina*, *greater stamina*; magic items—*shield of mercy*, *eyes of truth*.

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* MIC – *Magic Items Compendium*

APL 8 (all of APLs 2-6 plus the following)
- ❖ *blade of deception (Adventure; CAd; 19,280 gp)*[T]
- ❖ *robe of blending (Adventure; DMG)*[T]
- ❖ *ring of freedom of movement (Adventure; DMG)*[T]
- ❖ *boots of speed (Adventure; DMG)*[T]
- ❖ *Daazik's vest (Adventure; DMG II; 25,000 gp)*[T]
- ❖ *hat of protection (Adventure; see AR)*[T]
- ❖ *eyes of the eagle (Adventure; DMG)*[T]
- ❖ *rod of avoidance (Adventure; DMG II; 10,000 gp)*[T]
- ❖ *ring of mental fortitude (Adventure; DMG II; 110,000 gp)*[T]
- ❖ *scarab of invulnerability (Adventure; MIC; 40,000 gp)*[T]
- ❖ *+1 great swordbow (+4 Str) (Adventure; RoW; 7,150 gp)*
- ❖ *elixir of reckoning (Adventure; DMGII; 825 gp)*

APL 10 (all of APLs 2-8 plus the following)
- ❖ *+1 retaliation spiked full plate (Adventure; MIC; 10,700 gp)*

APL 12 (all of APLs 2-10 plus the following)
- ❖ *+1 flaming great swordbow (+5 Str) (Adventure; RoW; 19,250 gp)*
- ❖ *metamagic rod of silence (Adventure; DMG)*

APL 14 (all of APL12 plus the following)
- ❖ *+1 flaming bane (elf) great swordbow (+5 Str) (Adventure; RoW; 39,250)*

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 Item

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