Living Greyhawk

This Record Certifies that

_____

Played

by_____

Player *RPGA #*

Has Completed

Vel4-05 Heart of Darkness

A Regional Adventure

Set in the Archclerics of Veluna

Play Notes:

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

_____

_____

*Home Region*_____

Adventure Record#

594 CY ADVENTURE

LEVEL OF PLAY

(CIRCLE ONE)

Event: _____ **Date:** _____

DM:_____

Signature *RPGA #*

APL 6
max 900 xp; 900 gp

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

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

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

Favor of Jolene: For service to the defender Jolene she grants you her favor. This favor has 2 parts.

1. Whenever you are in Veluna City gain an additional +2 circumstance bonus to Gather Information and Knowledge (Tuf/Fals/Velv) if you spend an additional 5 hours to contact Jolene. In Veluna City you can make the knowledge (Tuf/Fals/Velv) by contacting Jolene even if you don't have the skill.
2. Jolene can provide a contact for to purchase one of the following items: Amulet of Health +4, Amulet of Natural Armor +3, Axiomatic Weapon Enhancement, Holy Weapon Enhancement, Metamagic Rod, Lesser Maximize, Ring of Minor Energy Resistance, any Adamantine Weapon (mundane or +1), or Scabbard of Keen Edges. Cross off part 2 of this favor once used.

Rinen Fallswop's Holy Symbol of Rao: You have claimed the fallen Archbishop Fallswop's holy symbol to Rao. This is a standard silver holy symbol to Rao, but it may be useful in the future.

Scourge: You have been infected with a disease caused by a spell Rinen Fallswop cast. Your body is covered with blackened boils, magenta blotches, violent lesions, seeping abscesses, and malignant cysts. After every module mark in the play notes section your Strength and Dexterity to be carried over to the next session. Before every module roll a fortitude save DC 24 or lose an additional 1d3 Strength and 1d3 Dexterity. This disease can only be cured by a magical means (such as remove disease, heal, or restoration).

Spell Books:

Spellbook I: 1st – cause fear, change self, mage armor, shield; 2nd – resist elements, scare web; 3rd – dispel magic, fireball, haste; 4th – ice storm, minor globe of invulnerability, phantasmal killer.

Spellbook II: everything in Spellbook I plus: 2nd – touch of idiocy; 4th – shout; 5th – cone of cold, feeblemind.

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*

APL 6
- *+1 Flaming Composite Longbow +5(Freq: Adv; DMG)*
- *MW Composite Longbow +5 (Freq: Adv; DMG)*
- *Spellbook I (Freq: Adv; 3,100 gp; see above)*
- *Wand of Magic Missiles (Freq: Adv; 9th lvl cast; DMG)*

APL 8 (all of APL 6 plus the following)
- *Boots of Striding and Springing (Freq: Adv; DMG)*
- MW Composite Longbow +6 (Freq: Adv; DMG)
- +2 Breastplate (Freq: Adv; DMG)

APL 10 (all of APLs 6-8 plus the following)
- *Spellbook II (Freq: Adv; 4,700 gp; DMG)*
- *Pearl of Power [2nd] (Freq: Adv; DMG)*
- *+1 Flaming Greataxe (Freq: Adv; DMG)*
- *+3 Breastplate (Freq: Adv; DMG)*

APL 12 (all of APLs 6-10 plus the following)
- *+1 Flaming Thundering Greataxe (Freq: Adv; DMG)*
- *Pearl of Power [3rd] (Freq: Adv; 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 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