

# Living Greyhawk

This Record Certifies that

Character Name \_\_\_\_\_

Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_

RPGA # \_\_\_\_\_

has completed

**HIG7-09 – Anathema**

A Regional Adventure set in **Highfolk**



## Play Notes:

- ☐ Gained a level \_\_\_\_\_
- ☐ Retrained \_\_\_\_\_
- ☐ Lost a level \_\_\_\_\_
- ☐ Ability Drained \_\_\_\_\_
- ☐ Died \_\_\_\_\_
- ☐ Was raised/resurrected \_\_\_\_\_
- ☐ Was reincarnated \_\_\_\_\_

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_



Adventure Record#

**597 CY**  
**ADVENTURE**

**LEVEL OF PLAY**  
(CIRCLE ONE)

**APL 4**

max 675 xp; 650 gp

**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

☛ **Calandryen's Boon:** In exchange for your pledge to help the Timeless Tree in the impending battle, Calandryen one of her allies teach you the following druid spells: *babau slime*, *blindsight*, *dawn*, *earthbind*, *fireward*, *mass surefooted stride*, *summon greater elemental*.

☛ **Favor of the Tree:** Aradaneth of the Timeless Tree teaches you how to cast *energized shield lesser*, *energized shield*, and *shield of warding*. She also offers to sell you her +1 *ranged heavy steel shield* with masterwork spikes (4,480 gp), and can add the *bashing*, *daylight* and/or *energy immunity (acid)* enhancements to it; she will enchant only this shield.

☛ **Verdant Oath:** You have taken the Verdant Oath to reaffirm your loyalty to Clan Oronodel and the Vesve. Doing so has turned your skin a bright green and given you the ability to *treestride* (as the spell) once per day in the Vesve as a standard action with a range of sixty feet. You lose your +2 racial saving throw bonus versus enchantment spells and effects while this oath remains in effect.

☛ **The Lady's Favor:** This gift from Talavain is a 3-inch oaken disk that depicts a large tree with a female elf's face overlaid upon it; what appears to be a glowing ball hovers behind the tree. This disk is non-magical.

☛ **Philidor's Gift:** The simulacrum of Philidor gives you a small token of his appreciation in the form of a tiny blue doll. Squeezing the doll's midsection, head, or right hand grants you the effects of, respectively, *greater mage armor*, *greater dimension door*, or *greater enlarge person* at CL 10; your skin turns blue for the duration of the spell plus 1 hour. After one use, the doll becomes nonmagical.

☛ **Mask Piece:** This piece comes from a broken, elegant, porcelain mask that has been broken. This is the only piece you could find – the round forehead and smooth eye-ridges of a scaly-skinned female. The piece radiates faint transmutation magic. Only one character may take this shard, and it is added to the MIL at no cost.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ *Boots of agile leaping* (Adventure; MIC)
- ❖ *Contact medallion* (Regional; MIC) <sup>P</sup>
- ❖ *Eagleclaw talisman* (Adventure; MIC)
- ❖ *Healing belt* (Regional; MIC; limit 1) <sup>P</sup>
- ❖ *Ring of brief blessing* (Regional; MIC; limit 1) <sup>P</sup>

APL 6 (all of APL 4 plus the following):

- ❖ +1 *flaming battleaxe* (Adventure; MIC; 8,310 gp)
- ❖ +1 *wounding hand axe* (Adventure; MIC; 18,306 gp)
- ❖ *Bracers of arcane freedom* (Adventure; MIC; limit 1)
- ❖ *Brute ring* (Adventure; MIC; limit 1)
- ❖ *Cloak of displacement, minor* (Regional; DMG) <sup>P</sup>
- ❖ *Dragon spirit cincture* (Adventure; MIC)
- ❖ *Lore gem* (Regional; MIC) <sup>P</sup>

APL 8 and 10 (all of APLs 4-6 plus the following):

- ❖ +1 *acidic burst battle axe* (Adventure; MIC; 18,310 gp)
- ❖ +1 *moderate fortification leather armor* (Adventure; DMG; 16,160 gp)
- ❖ *Casting glove* (Regional; MIC)
- ❖ *Circle of mages* (Adventure; MIC; limit 1)
- ❖ *Dragon mask* (Adventure; MIC; limit 1)
- ❖ *Dragonfang gauntlets* (Adventure; MIC)
- ❖ *Dragonscale cloak* (Adventure; MIC)
- ❖ *Eyes of truth* (Regional; MIC; limit 1) <sup>P</sup>
- ❖ *Helm of heroes* (Adventure; MIC; limit 1)

## 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

**TU**

Starting TU

**1 or 2 TU**

TU Cost

**TU**

Added TU Costs

**TU**

TU REMAINING

**XP**

Starting XP

**XP**

XP lost or spent

**XP**

Subtotal

**XP**

XP Gained

**XP**

FINAL XP TOTAL