

# Living Greyhawk

This Record Certifies that

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

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

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

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

has completed  
**SHL7-08 – Rights and Wrongs**  
A Regional adventure set in the Shield Lands



## 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

**APL 12**

max 1,575 xp; 3,300 gp

**APL 14**

max 1,800 xp; 6,600 gp

☛ **Thanks of Those Saved:** For saving their lives, those who you rescued from death will remember your deed. In any Shield Lands regional event, once per adventure, you may have one Open spell of 3<sup>rd</sup> level or lower cast for free (you must provide any material component and pay 5 GP/XP lost).

☛ **Badge of Revelation:** You have purchased a badge of revelation from the Council of Inquisition, which provides physical proof to those seeing it of your true being.

☛ **Attention of the Council of Inquisition: Favorable / Unfavorable**

☛ **Favor / Disfavor of Lord Simen Sharn**

☛ **Favor / Disfavor of the Brothers of Liberty**

☛ **Wanted by the Council**

☛ **Law's Reward:** You have turned in criminals of the Shield Lands to the Inquisition and allowed the due process of law to proceed. For your efforts, the Inquisition and those who support it have given you access to their magic, and you now have Open access to two of the following spells: *mass align weapon*<sup>2</sup> [lawful only], *axiomatic storm*<sup>2</sup>, *axiomatic water*<sup>2</sup>, *mantle of law*<sup>2</sup>, *wall of law*<sup>2</sup>. Also, they have given you one-time regional access to the *axiomatic*<sup>1</sup> weapon enhancement, along with regional access to the items below marked with a \*.

☛ **Mercy's Reward:** You have turned over misguided souls to the care of a priest of Trithereon, so that they may earn penance for their misdeeds. For your act of mercy, the local followers of Trithereon have given you access to their magic, and you now have Open access to two of the following spells: *mass align weapon*<sup>2</sup> [chaotic only], *anarchic storm*<sup>2</sup>, *anarchic water*<sup>2</sup>, *mantle of chaos*<sup>2</sup>, *wall of chaos*<sup>2</sup>. Also, they have given you one-time regional access to the *anarchic*<sup>1</sup> weapon enhancement, along with regional access to the items below marked with a †.

<sup>1</sup>Dungeon Master Guide <sup>2</sup>Spell Compendium

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4:

- ❖ Blast disk (Adventure; MIC)
- ❖ Hat of disguise (Regional; DMG) †
- ❖ Inquisitor bracers (Regional; MIC; limit 1) \*
- ❖ Scroll of faith healing (Adventure; SpC; CL 1; 25 gp)

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

- ❖ Gloves of fortunate striking (Regional; MIC; limit 1) †
- ❖ Headband of conscious effort (Adventure; MIC; limit 1)
- ❖ Rod of sliding (Adventure; MIC)
- ❖ Stone of alarm (Regional; DMG) \*

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

- ❖ Belt of one mighty blow (Adventure; MIC)
- ❖ Lens of detection (Regional; DMG) \*
- ❖ Quicksilver boots (Adventure; MIC; limit 1)
- ❖ Vest of escape (Regional; DMG) †

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

- ❖ Incense of concentration (Adventure; MIC)
- ❖ Potion of faith healing (Adventure; SpC; CL 5; 250 gp)
- ❖ Shirt of slaadskin (Regional; MIC) †
- ❖ Shirt of the inevitable (Regional; MIC) \*

APL 12 (all of APLs 4-10 plus the following):

- ❖ Counterstrike bracers (Adventure; MIC; limit 1)
- ❖ Fiery tunic (Adventure; MIC)
- ❖ Lenses of true form (Regional; MIC) \*
- ❖ Ring of mind shielding (Regional; 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

**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