Living Greyhawk

This Record Certifies that

Played by _____
Player *RPGA #*

Has Completed
Shadows in the Woods
A Regional Adventure
Set in Bissel

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

_____
_____
_____
Home Region _____

Adventure Record#

593 CY ADVENTURE LEVEL OF PLAY *(CIRCLE ONE)*

Event: _____ **Date:** _____
DM: _____
Signature *RPGA #*

APL 2
max 450 xp; 400 gp

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

APL 12
max 1,575 xp; 3,000 gp

Cross out any game effects this character does not gain.

☛ *Influence Point with the Knights of the Watch*
This PC possesses an influence point with the Knights of the Watch in Bissel. Please contact the Bissel triad for additional information.

☛ *Influence Point with the Baklunish of Bissel*
This PC possesses an influence point with the Baklunish citizens of Bissel. It may be used to influence any NPC or NPC organization of Baklunish descent. Please contact the Bissel triad for additional information.

☛ *Influence Point with the Nightwatch*
This PC possesses an influence point with the Nightwatch of Bissel. Please contact the Bissel triad for additional information.

☛ *Strange Key of Obsidian*
This PC has acquired a strange object that appears to be some sort of magical key. It is made from obsidian and resists all attempts to damage it. It radiates strong transmutation magic. It has no gp value and weighs ½ lb.

Juliak's Spellbook I
1st—[*alarm, burning hands, cause fear, chill touch, mage armor, magic missile, negative energy ray (Tome & Blood), protection from good, ray of enfeeblement, shield*]; 2nd—[*arcane lock, blindness/deafness, ghoul touch, mirror image, scare, spectral hand*]; 3rd—[*dispel magic, haste, hold person, lightning bolt, slow, vampiric touch*].
Market Price: 400 gp; *Weight*: 3 lbs.

Juliak's Spellbook II
4th—[*bestow curse, contagion, enervation, fear, mass resist elements (Tome & Blood), Otiluke's dispelling screen (Tome & Blood), phantasmal killer*]; 5th—[*animate dead, feeblemind, magic jar, spiritwall (Tome & Blood), teleport*].
Market Price: 530 gp; *Weight*: 3 lbs.

Juliak's Spellbook III
6th—[*acid fog, circle of death, disintegrate, flesh to stone*]; 7th—[*finger of death, plane shift, prismatic spray*].
Market Price: 450 gp; *Weight*: 3 lbs.

Planar Fork (Shadow)
This small piece of metal has shadows upon its surface that are constantly moving. This item can be used as the necessary focus for the spell *plane shift*. This particular fork only allows travel to the Plane of Shadow.
Market Price: 200 gp; *Weight*: - lbs.

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 2
- *Juliak's Spellbook I (Adventure, see above)*
- *Wand of Magic Missile (Adventure, 1st level caster, DMG)*

APL 4 (all of APL 2 plus the following)
- *Wand of Magic Missile (Adventure, 3rd level caster, DMG)*

APL 6 (all of APL 2, 4 plus the following)
- *Juliak's Spellbook II (Adventure, see above)*
- *Scroll of Improved Invisibility (Adventure, 7th level caster, DMG)*
- *Scroll of Evard's Black Tentacles (Adventure, 7th level caster, DMG)*
- *Scroll of Stoneskin (Adventure, 7th level caster, DMG)*

APL 8 (all of APL 2, 4, 6 plus the following)
- *Headband of Intellect +2 (Adventure, DMG)*
- *Wand of Magic Missile (Adventure, 5th level caster, DMG)*
- *Scroll of Mind Fog (Adventure, 9th level caster, DMG)*

APL 10 (all of APL 2, 4, 6, 8 plus the following)
- *Juliak's Spellbook III (Adventure, see above)*
- *Cloak of Resistance +2 (Adventure, DMG)*
- *Wand of Magic Missile (Adventure, 7th level caster, DMG)*
- *Ring of Counterspells (Adventure, DMG)*
- *Scroll of True Seeing (Adventure, 11th level caster, DMG)*

APL 12 (all of APL 2, 4, 6, 8, 10 plus the following)
- *Headband of Intellect +4 (Adventure, DMG)*
- *Ring of Protection +2 (Adventure, DMG)*
- *Amulet of Natural Armor +2 (Adventure, DMG)*
- *Scroll of Spell Turning (Adventure, 13th level caster, DMG)*
- *Scroll of Forcecage (Adventure, 13th level caster, DMG)*
- *Planar Fork (Shadow) (Adventure, see above)*

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