Living Greyhawk

This Record Certifies that

_____

Played by _____
Player *RPGA #*

Has Completed

Good Things Come in Small Packages

A Meta-Regional Adventure
Set in the Sheldomar Valley

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 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

APL 14
max 1,800 xp; 6,000 gp

Cross out any game effects this character does not gain.

☛ *Graverobber!:* You have taken, for personal gain and without the permission of the Dasco family, the personal possession(s) of Dartun Dasco from his tomb. You suffer a –10 to all Cha-based skill or ability checks while interacting with any NPC Keoish noble or Herald while bearing _____ (the item(s) taken), until cleared of these charges publicly (consult the Keoland Triad). DMs have discretion in assigning other penalties, as appropriate, in other scenarios. This effect can be negated by being pardoned by King Kimbertos Skotti of Keoland (by using a favor with him).

☛ *The Marks of the Passage of Time:* You have bourn a century-old ghost in your system, and your system could not handle the shock. However, you have also gained an insight into all of Dartun Dasco's memories. You have aged sufficient years to place your PC in the venerable age category and you suffer the full effects of this aging: -6 to your Str, Con, and Dex scores and +3 to your Int, Wis, and Chr scores until this effect is reversed. Any skill points gained from the ability increase must be applied to either Charisma-based or Knowledge skills. A *greater restoration*, *limited wish*, *miracle*, or *wish* spell are the only spells that can reverse the effects of this shock (removing the aging and the modifications to the PC's stats).

◥ Rys' Spellbook II: 5th—[dominate person, feeblemind, mind fog, persistent image]; 6th—[acid fog, mass suggestion, mislead, programmed illusion]; 7th—[forcecage, insanity, Mordenkainen's sword, prismatic spray]. *Market Price*: 720 gp; *Weight*: 3 lbs.

☛ *Gran March Military Commendation:* For revealing a high-level Scarlet Brotherhood operative in the Gran March military, you have received a commendation for your service to the Commandant.

☛ *Favor of the Charlton Pendal Dasco:* You may ask Charlton to represent you while obtaining any legal, non-magical good or service in the entire Sheldomar Valley. If you do so, the favor is used, but the price of the good or service is reduced by 10%. Any number of goods or services can be the simultaneous target of the bargain; however, whether or not the deal is successful, the favor is consumed. Use this favor only during a regional or meta-regional set in the Sheldomar Valley.

☛ *Favor of the Grand Duke and Duchess of Geoff:* For protecting Grand Duchess Calisse and ending the threat of Dartun Dasco to the kingdom, the Grand Duke and Duchess will commission Court Mage Abinar to upgrade any one weapon, armor, or shield of masterwork quality or better to a +1, +2, or +3 version of that item. This favor may only be redeemed during an adventure set in Geoff (either a regional, an interactive, or a meta-regional). Please list the item upgraded: _____.

☛ *Dartun's Legacy:* As a gift for their assistance and for their respect of Dartun's tomb, Charlton Pendal Dasco will hold any of Dartun's items in trust for the PC. The PC can acquire this item after any regional or meta-regional set in the Sheldomar Valley by making a donation (equal to the standard DMG cost of the item) to the war efforts of Keoland in Geoff, the Azure Sea, or in the Principality of Ulek. The items available are: *breastplate of command*, *lion's shield*, *sword of subtlety*, *cloak of charisma +4*, and *circlet of persuasion*.

◥ Rys' Spellbook I: 1st—[burning hands, charm person, endure elements, expeditious retreat, hypnotism, mage armor, magic missile, shield, sleep]; 2nd—[mirror image, resist elements, Tasha's hideous laughter, web]; 3rd—[hold person, slow, stinking cloud, suggestion]; 4th—[confusion, Otiluke's resilient sphere, phantasmal killer, rainbow pattern]. *Market Price*: 450 gp; *Weight*: 3 lbs.

◥ Fiztulus' Spellbook: 1st—[feather fall, grease, mage armor, magic missile, obscuring mist, shield, spider climb, summon monster I]; 2nd—[fog cloud, glitterdust, Melf's acid arrow, summon monster II, summon swarm, web]; 3rd—[fireball, flame arrow, haste, sleet storm, stinking cloud, summon monster III]. *Market Price*: 380 gp; *Weight*: 3 lbs.

☛ *Favor of the Archmage Drawmij:* This favor counts as an influence point with Drawmij. The PC can ask Drawmij to cancel the favor and instead offer the PC the chance to purchase any one rod, staff, or ring of value 24,000 gp or less from the *DMG* or *Tome & Blood*. If used this way, the PC spends 2 TUs arranging for the purchase of the item with Drawmij (by throwing a message in a bottle into the Azure Sea and then traveling some great distance to pick the item up). Please list the item purchased here: _____.

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
- *Headband of Intellect +2 (Adventure, DMG)*
- *Wand of Magic Missile (Adventure, 5th level caster, DMG)*
- *Pearl of Power (1st level) (Adventure, DMG)*
- *Rys' Spellbook I (Adventure, see above)*
- *Fiztulus' Spellbook (Adventure, see above)*
- *Wand of Summon Monster I (Adventure, 1st level caster, DMG)*
- *Breastplate of Command (Adventure, DMG)*
- *Lion's Shield (Adventure, DMG)*
- *Sword of Subtlety (Adventure, DMG)*
- *Cloak of Charisma +4 (Adventure, DMG)*
- *Circlet of Persuasion (Adventure, DMG)*

APL 8 (all of APL 6 plus the following)
- *Pearl of Power (2nd level) (Adventure, DMG)*

APL 10 (all of APL 6, 8 plus the following)
- *Headband of Intellect +4 (Adventure, DMG)*
- *Pearl of Power (3rd level) (Adventure, DMG)*
- *Rys' Spellbook II (Adventure, see above)*
- *+1 Light Fortification Banded Mail (Adventure, DMG)*
- *Quaal's Feather Token (Whip) (Adventure, DMG)*
- *Oil of Slipperiness (Adventure, DMG)*
- *Wand of Summon Monster II (Adventure, 3rd level caster, DMG)*
- *Bracers of Health +2 (Adventure, DMG)*
- *Necklace of Fireballs Type I (Adventure, DMG)*

APL 12 (all of APL 6, 8, 10 plus the following)
- *Cloak of Charisma +2 (Adventure, DMG)*
- *Pearl of Power (4th level) (Adventure, DMG)*
- *Wand of Summon Monster III (Adventure, 5th level caster, DMG)*
- *Potion of Haste (Adventure, 5th level caster, DMG)*

APL 14 (all of APL 6, 8, 10, 12 plus the following)
- *Headband of Intellect +6 (Adventure, DMG)*
- *Pearl of Power (5th level) (Adventure, DMG)*
- *Necklace of Fireballs Type II (Adventure, DMG)*
- *Bracers of Health +4 (Adventure, DMG)*
- *Wand of Summon Monster IV (Adventure, 7th level caster, DMG)*
- *Scroll of Evard's Black Tentacles (Adventure, 7th level caster, DMG)*
- *Cloak of Elvenkind (Adventure, DMG)*
- *Potion of Cure Serious Wounds (Adventure, 5th level caster, 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