Living Greyhawk

This Record Certifies that

_____

Played by _____
Player RPGA #

Has Completed
SHE8-IN1 *Above and Below*
A Sheldomar Valley Metaregional Interactive Set in Bissel

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

_____
_____
_____
Home Region _____

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

Adventure Record#

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

APL 4
max 337 xp; 325 gp

APL 6
max 450 xp; 450 gp

APL 8
max 562 xp; 650 gp

APL 10
max 672 xp; 1,150 gp

APL 12
max 787 xp; 1,650 gp

APL 14
max 900 xp; 3,300 gp

Cross out any game effects this character does not gain.

☛ **A Bevy of Bracers, A Rabble of Rings**: You gain access (Frequency: Adventure) to purchase one each of the following from MIC: *bracers of arcane freedom, bracers of repulsion, bracers of the entangling blast, bracers of quickstrike, deathguardian bracers, reciprocal bracers, ring of communication, ring of the darkhidden, ring of enduring arcana.*

☛ **Outstanding Victory**: You have helped the Court of the Land and the Topaz Order dismantle Drakhmar's forces. Drakhmar is dead and the drow of House Tormtor have been forced to retreat into the Underoerth with their tails between their legs. In light of your outstanding victory, the Court of the Land has arranged for a number of items to be made available to you. You gain access (Frequency: Metaregional) to purchase one each of the following from MIC: *angelhelm, greater boots of the mountain king, quiver of energy (frost), ring of vanishing, runestaff of evocation*; weapon special ability upgrades – *sacred, spellstrike, transmuting.*

☛ **Fallen Foes**: In exchange for ridding this world of Horthar, one of the Coven's most powerful members, the Topaz Order has offered to train you in the use of its specialized divine magics. You may gain access to any two of the following spells (circle ones selected): *aligned aura* (CC), *angelskin* (SpC), *benediction* (CC), *bolster aura* (CC), *divine presence* (CC), *knight's move* (SpC), *rhino's rush* (SpC), *righteous fury* (SpC), *sacred item* (CC), *seed of life* (CC), *touch of restoration* (CC), *turn anathema* (CC).

☛ **To the Victor**: In exchange for your successful participation in the attack on Drakhmar Darkfist's mercenary stronghold, the Court of the Land will permit you to purchase one of the adamantine dwarvencraft (RoS) weapons seized from its stores. Up to 50 projectiles may be purchased as a single weapon. Mark this favor as USED after purchasing the item.

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 4 (all of the following):
- ❖ *+1 Mithral Chain Shirt or Buckler* (Adventure; Dungeon Master's Guide)
- ❖ *Dose of Medium Spider Venom* (Adventure; Dungeon Master's Guide; Limit 3)
- ❖ *Rod of Viscid Globs* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Slippers of Spider Climb* (Adventure; Dungeon Master's Guide)

APL 6 (all of APL 4 plus the following):
- ❖ *+1 Displacement Full Plate* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Crystal of Acid Assault, Lesser* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Repelling Gauntlets* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Tunic of Steady Spellcasting* (Adventure; Magic Item Compendium; Limit 1)

APL 8 (all of APLs 4, 6 plus the following):
- ❖ *Cloak of the Arachnida* (Adventure; Dungeon Master's Guide)
- ❖ *Dose of Large Scorpion Venom* (Adventure; Dungeon Master's Guide; Limit 3)
- ❖ *Iron Ward Diamond, Lesser* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Skirmisher Boots* (Adventure; Magic Item Compendium; Limit 1)

APL 10 (all of APLs 4, 6, 8 plus the following):
- ❖ *+1 Animated Mithral Heavy Shield* (Adventure; Dungeon Master's Guide)
- ❖ *+1 Glamered Mithral Breastplate* (Adventure; Dungeon Master's Guide)
- ❖ *+1 Twilight Mithral Full Plate* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Dispelling Cord* (Adventure; Magic Item Compendium; Limit 1)

APL 12 (all of APLs 4, 6, 8, 10 plus the following):
- ❖ *Boots of Striding and Springing* (Adventure; Dungeon Master's Guide)
- ❖ *Cloak of Predatory Vigor* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Eyes of Truth* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Ring of Anticipation* (Adventure; DotU; Limit 1)

APL 14 (all of APLs 4, 6, 8, 10, 12 plus the following):
- ❖ *+1 Eager Greater Dispelling Dwarvencraft Adamantine Greataxe* (Adventure; MIC/RoS; Limit 1)
- ❖ *Goggles of the Ebon Hunter* (Adventure; Magic Item Compendium; Limit 1)
- ❖ *Ioun Stone, Orange Prism* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Metamagic Rod, Quicken, Lesser* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Runestaff of Opening* (Adventure; Magic Item Compendium; 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