



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
GEO4-03 Grace as Pure as Snow
A Regional Adventure
Set in Geoff



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 450 gp

APL 4

max 675 xp; 650 gp

APL 6

max 900 xp; 900 gp

APL 8

max 1,125 xp; 1,300 gp

Cross out any game effects this character does not gain.

- ✦ **Favor of Grand Duchess Calisse Skotti**
You have assisted Grand Duchess Calisse on her quest in Faerie. Though she cannot reward you at present, she remembers your efforts on her behalf. Favor Level B. Mark this favor when used.
- ✦ **Favor of Sesonya the Nymph**
You have rescued Sesonya the Nymph from enslavement by the Hollow Prince. Though she is forgetful, she'll remember your efforts on her behalf, on occasion. You may trade this favor in for access (Frequency: Adventure) to purchase one, and only one, of the following items: *elixir of swimming*, *Quaal's feather token* (swan boat), *wand of cure light wounds*. Favor Level D. Mark this favor when used.
- ✦ **Friendship of Sesonya the Nymph**
You spent a considerable amount of time in Faerie with Sesonya the Nymph. She is very fond of you. You are now slightly fey-touched. Record the number of TUs spent in Faerie here: _____.
- ✦ **Begat a Fey Child**
You have dallied with a faerie and a child has resulted from your union. Please contact the Geoff triad at triad@living-geoff.com so they can send you documentation for your fey child.
- ✦ **Lost in Faerie**
You have lost all desire to leave the fey lands. You are removed from play for the foreseeable future. Please contact the Geoff triad at triad@living-geoff.com and let them know that you are lost.
- ✦ **Refused the Calling**
You have declined to assist Calisse when she needed your aid. She will not call upon you again. This PC may not play any future adventures in the *Song of Three Summonings*.

✦ **Curse of Lycanthropy - Werewolf**

Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy. See the LGCS for details on how to deal with lycanthropy.

✦ **Curse of Rhyming Couplets**

You failed to leave a present in return when taking one. You failed your Will save and became the victim of the bestow curse spell, 7th level caster. Until this curse is removed, you may only speak in rhyming couplets.

✦ **Bag of Faerie Stardust**

This special dust sparkles and glimmers when kept in near darkness. A pinch of the dust sprinkled on a person's head grants that individual *darkvision*, as per the spell. The effect lasts three hours. A bag of faerie stardust comes with three pinches of dust.

Faint transmutation; CL 13th; Prerequisites: can't be crafted; Market Price: 900 gp; Weight: 1 lb.

✦ **The Beckoning Flute**

You left a gift for the faeries (spent gp equal to the price below) in return for this flute. Once per week, with a successful Perform (wind instruments) check, the PC may play a song on the flute to summon a creature from the list below. A failed check wastes the use for that week. Each creature has a particular song that summons it so the player must choose which creature to summon before the check is made. The summoned creature obeys the commands of the flutist until they are killed or one hour passes, whichever comes first, but in all other ways follows their own whims. Creature behaves as if summoned using a *summon nature's ally* spell. All faeries summoned by the flute speak Common as well as Sylvan.

- Perform (wind instruments) (DC 20) – Unicorn
- Perform (wind instruments) (DC 22) – Satyr [with pipes] or Nixie (sprite)
- Perform (wind instruments) (DC 26) – Pixie (sprite) [with sleep arrows]

Strong Conjunction; CL 13th; Prerequisites: can't be crafted; Market Price: 16,938 gp; Weight: 1 lb.

TU

Starting TU

1 OF 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:

- ✦ Bag of Faerie Stardust (Adventure, see above)
- ✦ Beckoning Flute (Regional, see above)
- ✦ Rope of Entanglement (Adventure, DMG)
- ✦ Salve of Slipperiness (Adventure, DMG)
- ✦ Sovereign Glue (Adventure, DMG)
- ✦ Universal Solvent (Adventure, DMG)

APL 4 (APL 6 Items plus):

- ✦ Elemental Gem - Water (Adventure, DMG)
- ✦ Nolzur's Marvelous Pigments (Adventure, DMG)
- ✦ Stone of Alarm (Adventure, DMG)
- ✦ Unguent of Timelessness (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- ✦ +1 Mithral Chain Shirt (Adventure, DMG)
- ✦ Bracers of Armor +2 (Adventure, DMG)
- ✦ Dust of Illusion (Adventure, DMG)
- ✦ Goggles of Minute Seeing (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ✦ +1 Bane (Dwarf) Composite Longbow - +2 Str bonus (Adventure, DMG)
- ✦ Murlynd's Spoon (Adventure, DMG)
- ✦ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ✦ Potion of Good Hope (Adventure, DMG)
- ✦ Quaal's Feather Token - Whip (Adventure, DMG)
- ✦ Stone Salve (Adventure, 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