Living Greyhawk

This Record Certifies that

_____

Played by_____
Player *RPGA #*

Has Completed

Seeking the Wronged

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

Cross out any game effects this character does not gain.

☛ *Attention of Melina Mumpett*
This male dwarven PC has earned the attention of Melina Mumpett, a young dwarven female with a nice full body, who stands four feet tall. She has deep tan skin, long braided brown hair and dark eyes.

While in the Ulekian town of Greutam, the PC gains a +4 circumstance bonus to Diplomacy, Gather Information, and Knowledge (local – Sheldomar Valley Meta-Region) checks due to Melina's help. However, for each Time Unit (TU) the PC spends after the ones on this AR, they must pay 6 gp to keep Melina interested or she gets upset and leaves the PC. Once Melina has left the PC, her attention cannot be regained and all circumstance bonuses related to her attention are lost.

☛ *Favor of Grommit Waterreeve*
In thanks for saving his granddaughter, Rockshannar, Grommit Waterreeve has arranged for you to gain access to purchase a number of magic items. For each 1 TU you spend with this favor, you gain access to purchase your choice of one of the following items with Frequency: Regional (Principality of Ulek and Keoland) and Meta-Regional (Sheldomar Valley Meta-Region). This favor is not consumed by the spending of TUs to gain access to these items. The items are: *ring of swimming*, *ring of improved swimming*, *gloves of swimming and climbing*, *folding boat*, *cloak of the manta ray*, *pearl of the sirines*, and *triton shell* (A&EG, version without air).

☛ *Captured!*
This PC was captured and enslaved during this event. In addition to the standard TUs the PC spent on this adventure, she also spends 6 additional TUs while she waits to be freed (representing the time the PC is out of play). The PC does not have to spend Lifestyle costs for the additional 6 TUs but loses all possessions save what she noted at the beginning of this adventure as being 'left at home.' If this PC lost everything, they may choose to invoke the Charity of Friends Clause from the LGCS.

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:
- ❖ *+1 Shadow, Silent Moves Studded Leather Armor (Adventure, DMG)*
- ❖ *Dagger of Venom (Adventure, DMG)*
- ❖ *Potion of Water Breathing (Adventure, DMG)*

APL 8 (APL 6 Items plus):

APL 10 (APL 6, 8 Items plus):
- ❖ *+1 Improved Shadow, Improved Silent Moves Studded Leather Armor (Adventure, DMG)*

APL 12 (APL 6, 8, 10 Items plus):

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