

# Living Greyhawk

This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**AHL7-02 – Ein gueldenes Herz**  
**A Regional Adventure**  
**Set in principality of Innspa**



## Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

**597 CY**  
**ADVENTURE**

**LEVEL OF PLAY**  
*(CIRCLE ONE)*

**APL 4**

max 1,350 xp; 1,300 gp  
 (338 xp; 325 gp)

**APL 6**

max 1,800 xp; 1,800 gp  
 (450 xp; 450 gp)

**APL 8**

max 2,250 xp; 2,600 gp  
 (563 xp; 650 gp)

**APL 10**

max 2,700 xp; 4,600 gp  
 (675 xp; 1,150 gp)

**APL 12**

max 3,150 xp; 6,600 gp  
 (788 xp; 1,650 gp)

**APL 14**

max 3,900 xp; 13,200 gp  
 (900 xp; 3,300 gp)

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

### Favor of the Elves of the Adri:

(1) The characters have succeeded in their mission. Therefore, the elves give them one-time access to **one** of the following: *belt of many pockets* (CA), *boots of striding and springing*, *eyes of the eagle*, *quiver of Ehlonna*, *stone of good luck*.

(2) The characters also brought back the scroll to Alystin undamaged. For this, they gain access to **one** of the following:

- one shield, suit of armor, or weapon made from mithral or darkwood, crafted by Darsillas;
- one masterwork elvencraft composite longbow or shortbow with any strength-rating, crafted by Taralan;
- two core spells from the school of abjuration, divination or enchantment from Alystin's spellbook up to 8<sup>th</sup>-level.

(3) Members of the Community of the Falcon gain regional access to **all** items in (1), and the benefit of (2) **twice**.

(4) Members of the elven churches in the Adri gain regional access to **all** items in (1).

**Disfavor of the Elves of the Adri:** The character has upset the elves of the Adri. Therefore, he loses all favors linked to elves or elven organizations in the Adri. He can't be a member of any elven organization in the Adri anymore, or become one in the future.

**Vision of the City:** The character has had a vision of the City of Summer Stars. This may have consequences in later scenarios.

**Vision of Hanali Celanil:** This counts as access to the Contemplative prestige class of Hanali Celanil.

**Arcane Laboratory:** With some research (1 TU), they can get access to the limited spell *ray of clumsiness* (SC).

**Friendship of a Pixie:** This Favor can negate a Disfavor from Fey of the Adri or may have consequences in later scenarios.

**Curse of the Ghost of the Forest:** The character has been cursed for his actions and now suffers a -1 penalty to all skill checks, attack rolls and damage rolls made within the Adri. The curse can be removed by a good-aligned cleric of at least level 13 with an **atonement** spell.

**Moonstone:** The character has discovered a *moonstone*. It looks like a marbled white pearl that radiates moderate magic (of no discernible school). This has no further effect right now, but may hold unknown potential for the future. Only one good-aligned character at the table can get the moonstone (others cannot). If the character changes his alignment, the *moonstone* disappears.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 4

- ❖ arrows, dragonsbreath (Regional; RW)
- ❖ boots of elvenkind (Regional; DMG)
- ❖ cloak of elvenkind (Regional; DMG)
- ❖ pearl of power 1<sup>st</sup> level (Regional; DMG)
- ❖ scroll of false life (Adventure; SC)
- ❖ scroll of greater mage armor (Adventure; SC)

### APL 6 (all of APL4 plus the following)

- ❖ pearl of power 2<sup>nd</sup> level (Regional; DMG)
- ❖ scroll of orb of force (Adventure; SC)

### APL 8 (all of APLs 4-6 plus the following)

- ❖ pearl of power 3<sup>rd</sup> level (Regional; DMG)

### APL 10 (all of APLs 4-8 plus the following)

- ❖ pearl of power 4<sup>th</sup> level (Regional; DMG)
- ❖ scroll of anti-magic field (Adventure; DMG)

### APL 12 (all of APLs 4-10 plus the following)

- ❖ pearl of power 5<sup>th</sup> level (Regional; DMG)
- ❖ scroll of insanity (Adventure; DMG)

### APL 14 (all of APLs 4-12 plus the following)

- ❖ +1 bane (human) wounding dagger (Adventure; DMG)
- ❖ +1 mithral full plate (Adventure; DMG)
- ❖ pearl of power 6<sup>th</sup> level (Regional; DMG)
- ❖ scroll of mind blank (Adventure; DMG)

TU

Starting TU

2 or 3 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

### 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