



This Record Certifies that

Played by _____

Player

RPGA #

Has Completed

Murky Waters

A Regional Adventure

Set in The Kingdom of Sunndi



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#

593 CY

ADVENTURE

LEVEL OF

PLAY

(CIRCLE ONE)

APL 2

max 450 XP; 400 gp

APL 4

max 675 XP; 600 gp

APL 6

max 900 XP; 800 gp

APL 8

max 1,125 XP; 1,250 gp

❖ **Favour with the Chtaan:** The Chtaan will not forget that PCs returned steel weapons stolen from them by Wastri cultists.

❖ **Membership of Ashgirloch Clan of the Chtaan Tribe:** The PC has spent 1 TU (and will spend 1 TU at the start of each year) to become a member of the Chtaan. A tattoo will make sure the PC is easily recognizable as a member of the tribe. While a member, the PC gains a +2 competence bonus on Diplomacy checks involving lizardfolk and on Survival checks in the Vast Swamp. Other Chtaan will treat the PCs favourably.

A true neutral aligned half-orc member may take levels in the prestige class Tribal Protector from *Sword and Fist* (tribal enemy: either bullywugs of the Vast Swamp OR undead of the Vast Swamp; homeland: the Vast Swamp). A member is expected always to come to the aid of the Chtaan.

❖ **Lizardfolk as a cohort:** By earning the respect of the Chtaan, PCs with the Leadship feat can now take a lizardfolk character as a cohort. Such a cohort must fulfill all the normal requirements laid out in the *Dungeon Master's Guide* and the *Living Greyhawk Campaign Sourcebook*, can be of any non-evil alignment and any class. More information on lizardfolk as a character can be found in the *Monster Manual*. A lizardfolk character has an ECL of 3.

❖ **Disfavour of the Chtaan:** The PC has insulted or killed Chtaan. As such he does not exist for the Chtaan. If the PC ever breaches another taboo or law, the PC will be killed.

❖ **Elixir of Natural Clarity:** This elixir bestows an unnatural clarity to the drinker while in the wilderness, granting a +10 competence bonus on Survival checks for 1 hour. Due to the duration the potion **cannot** be used for living on the wild checks.

Faint transmutation; CL 2nd; Craft Wondrous Item, creator must have 5 ranks in the Survival skill; Price 250 gp.

❖ **Favour with the Royal Warders:** By discovering and preventing a plot of Wastri cultists to drive a wedge between the Chtaan the PC has earned the gratitude of the Royal Wardens.

❖ **Favour with Count Kestor of Corul:** By discovering and preventing a plot of Wastri cultists to drive a wedge between the Chtaan the PC has earned the respect of Count Kestor of Corul.

❖ **Respect from the Merchant House of Haneatix:** While the PCs were unable to return the stolen goods or find the real murderers of Narlana's husband. They have earned her respect. This will have consequences in future scenarios.

TU

Starting TU

1 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

❖ *Elixir of natural clarity* (Regional; CL 2nd; See above)

❖ *Elixir of sneaking* (Regional; CL 5th; See DMG)

❖ *Elixir of swimming* (Regional or Adventure; CL 2nd; See DMG)

❖ *Wand of cure light wounds* [50 charges] (Adventure; CL 1st; See DMG)

APL 4 (all of APL2 plus the following)

❖ *Potion of neutralise poison* (Regional; CL 5th; See DMG)

❖ *Potion of remove disease* (Regional; CL 5th; See DMG)

APL 6 (all of APLs 2-4 plus the following)

❖ *Potion of cure serious wounds* (Regional or Adventure; CL 5th; See DMG)

❖ *Potion of water walk* (Regional; CL 5th; See DMG)

❖ *Ring of swimming* (Adventure; CL 2nd; See DMG)

APL 8 (all of APLs 2-6 plus the following)

❖ *Cloak of elvenkind* (Adventure; CL 3rd; See DMG)

❖ *Cloak of resistance +2* (Adventure; CL 5th; See 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