



This Record Certifies that

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

ADP6-03 Red Hand of Doom (Part Five)
An Adapted Adventure
Set in the March of Sterich



Play Notes:

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



Adventure Record#
596 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

APL 9

max 9,780 XP;

14,400 gp

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

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

Signature

RPGA #

Cross out any game effects this character does not gain.

Favor of Lord Jarmaath: Lord Jarmaath makes good on his promise to reward this PC for his actions. This PC gains access (Frequency: Any) to purchase up to 20,000 gp worth of magic items from the DMG (excluding items not legal in LIVING GREYHAWK, artifacts, and intelligent items). List the items you select to gain access to here:

Blank lines for listing items gained from Favor of Lord Jarmaath.

Wrath of Tiamat: For ruining the plans of Tiamat, you have earned her undying hatred. Whenever this PC faces an evil dragonkind creature, that creature will focus its attention on the PC, doing everything in its power to slay the PC or cause it as much harm as possible.

Thanks of the March of Sterich: For all of the good deeds this PC has undertaken to protect the March of Sterich from the forces of the Red Hand, the Marchioness of Sterich, Her Magnitude, Resbin Dren Emondav, wishes to reward you. Based on the total Victory Points this PC received in the first four parts of this adventure, the PC is eligible for the following rewards (circle the one selected, you may choose a reward requiring a lesser victory point total if you desire):

Less Than 40 Victory Points: Your key efforts in the eventual victory against the Red Hand horde are greatly appreciated. Her Magnitude grants you a permit to construct a residence in the city of Mittleberg. Details on use of this permit will be posted on the LIVING GREYHAWK website in late 2006.

40 to 59 Victory Points: Your key efforts in the eventual victory against the Red Hand horde are greatly appreciated. Her Magnitude grants you a permit to construct a residence or other structure in the city of Mittleberg. You also are granted the title of Lord or Lady of Mittleberg. Details on use of this permit and title will be posted on the LIVING GREYHAWK website in late 2006.

60 to 69 Victory Points: Your drive to protect the March of Sterich has not gone unnoticed. Her Magnitude has granted you a permit to establish a fortified tower on the border of the March. You also are granted the title of Knight in the March of Sterich. Details on use of this permit and title will be posted on the LIVING GREYHAWK website in late 2006.

70 or more Victory Points: You have shown unwavering loyalty to the March of Sterich. Her Magnitude has designated you a Baronet or Baronetess for a small baronetry within the March. Details on use of this title will be posted on the LIVING GREYHAWK website in late 2006.

TU Starting

16 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

APL9

- +1 adamantite dwarven waraxe (Adventure; Dungeon Master's Guide)
+1 flaming composite longbow, +5 Str bonus (Adventure; DMG)
+1 flaming hand crossbow (Adventure; Dungeon Master's Guide)
+2 adamantite shocking burst greatsword (Adventure; DMG)
+2 black dragoncraft full plate (Adventure; Draconomicon)
+2 blue dragonfang keen heavy pick (Adventure; Draconomicon)
+2 defending flaming whip (Adventure; Dungeon Master's Guide)
+2 red dragoncraft heavy shield (Adventure; Draconomicon)
Amulet of mighty fists +2 (Adventure; Dungeon Master's Guide)
Bag of tricks, rust (Adventure; Dungeon Master's Guide; Limit 1)
Belt of giant strength +4 (Adventure; Dungeon Master's Guide)
Boots of striding and springing (Adventure; Dungeon Master's Guide)
Cloak of Charisma +4 (Adventure; Dungeon Master's Guide)
Cloak of resistance +2 or +3 (Adventure; Dungeon Master's Guide)
Divine scroll of flame strike (CL 9th; Adventure; Dungeon Master's Guide)
Divine scroll of heal (CL 11th; Adventure; Dungeon Master's Guide)
Divine scroll of recitation (CL 7th; Adventure; Spell Compendium)
Divine scroll of restoration (CL 7th; Adventure; Dungeon Master's Guide)
Divine Scroll of word of recall (CL 11th; Adventure; Dungeon Master's Guide)
Figurine of wondrous power, silver raven (Adventure; Dungeon Master's Guide)
Heartstone (Adventure; Monster Manual, page 194)
Heward's handy haversack (Adventure; Dungeon Master's Guide)
Lesser bracers of archery (Adventure; Dungeon Master's Guide)
Minor circlet of blasting (Adventure; Dungeon Master's Guide)
Periapt of Wisdom +4 (Adventure; Dungeon Master's Guide)
Potion of barkskin +4 (Adventure; Dungeon Master's Guide)
Python rod (Adventure; Dungeon Master's Guide)
Rings: chameleon power, Protection +2 (Adventure; Dungeon Master's Guide)
Scabbard of keen edges (Adventure; Dungeon Master's Guide)
Staff of fire (Adventure; Dungeon Master's Guide)
Wand of cure light wounds (CL 1st; Adventure; Dungeon Master's Guide)
Wand of fireball (CL 7th; Adventure; Dungeon Master's Guide)
Wand of silence (CL 3rd; Adventure; Dungeon Master's Guide)

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

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

Subtotal

- GP

GP

FINAL GP TOTAL

Items Sold

Blank lines for listing items sold.

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Blank lines for listing items bought.

Total Cost of Bought Items

Subtract this value from your gp value