Living Greyhawk

This Record Certifies that

Played by _____
*Player* *RPGA #*

Has Completed
*COR5-02 The Voice of Reason*
A Core Adventure
Set in the Solnor Compact

**Play Notes:**
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained*
- ❑ _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
*Home Region* _____

*Adventure Record#*

595 CY
ADVENTURE
LEVEL OF PLAY
*(CIRCLE ONE)*

**Event:** _____ **Date:** _____
**DM:** _____
*Signature* *RPGA #*

**APL 2**
*max 900 XP; 900 gp*

**APL 4**
*max 1,350 XP; 1,300 gp*

**APL 6**
*max 1,800 XP; 1,800gp*

**APL 8**
*max 2,150 XP; 2,600gp*

**Special Note**: PCs playing at APLs 2-8 also potentially gain access to all special items and favors listed in this box on the APL 10-14 AR.

**Thrall Medallion**: This medallion hangs on a silver chain, and has a small sculpture of a demon's face with a wide, gaping maw. While it does not detect as evil, anyone holding it is aware of a dark sentience, waiting inside the medallion. The medallion shields the wearer of any attempts to divine her alignment.

Moderate Conjuration, CL 11th; Caster must be evil, Craft Wondrous Item, *planar binding, undetectable alignment*; Price 1,500 gp; Weight 1lb.

**Favor of Tasali Bregohan**: Tasali Bregohan is rich and influential, and willing to aid the PC. The PC has free standard adventurer's upkeep whenever they are in the region of Sunndi or the Solnor Compact.

**Monkey Business**: The sorceress Alamanha is willing to aid the PC in finding an animal trainer, allowing him to take a monkey (see *Monster Manual*) as a familiar. A monkey familiar grants a +3 on Climb checks as a special ability.

**Enda's Curse**: For calling upon them the wrath of Enda, a seer of the Attloi tribes, the PC has been bestowed a curse. Henceforth, whenever the PC enters a conflict with a pure Rhenee (including Attloi), an irrational fear comes over the PC, leaving the PC *shaken* as long as the encounter lasts and the PC stays within 30 feet of the Rhenee. This supernatural effect allows no save and even affects those normally immune to fear.

In addition, all Rhenee (PCs excluded) met know of this curse, and will be at best unfriendly towards the PC.

The curse is cast at 7th level. Only a pure Rhenee NPC can undo this curse.

TU
*Starting TU*

4 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 2-6**
- ❖ *armor of the unending hunt* (Core, Complete Warrior), 10,900 gp
- ❖ *boots of elvenkind* (Core, DMG), 2,500 gp
- ❖ *cloak of elvenkind* (Core, DMG), 2,500 gp
- ❖ *elven chain* (Core, DMG), 4,150 gp
- ❖ *elven lightblade* (Core, Complete Warrior), 50 gp
- ❖ *elven thinblade* (Core, Complete Warrior), 100 gp
- ❖ *scroll of animate dead, arcane* (Adventure, DMG), 1,050 gp
- ❖ *scroll of dispel evil, divine* (Core, DMG), 1,125 gp
- ❖ *scroll of hallow* (Core, DMG), 6,125 gp
- ❖ *scroll of legend lore* (Core, DMG), 1,900 gp
- ❖ *scroll of raise dead* (Core, DMG), 6,125 gp
- ❖ *scroll of restoration* (Core, DMG), 800 gp
- ❖ *thinaun elven lightblade* (Core, Complete Warrior), 10050 gp
- ❖ *Thrall Medallion* (Adventure, *see above*)

**APL 8** (all of APLs 2-6 plus the following)
- ❖ *amulet of natural armor +2* (Adventure, DMG), 4000 gp
- ❖ *brooch of shielding* (Adventure, DMG), 1,500 gp
- ❖ *cloak of resistance +2* (Adventure, DMG), 4000 gp
- ❖ *ring of protection +2* (Adventure, DMG), 8,000 gp
- ❖ *+1 shock spiked chain* (Adventure, DMG), 8,325 gp
- ❖ *wand of flaming sphere* (Adventure, DMG), 4,500 gp
- ❖ *wand of web* (Adventure, DMG), 4,500 gp

***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*