Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

SHE6-04 A Book Unburned

A Metaregional 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#

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

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

APL 6
max 900 xp; 900 gp

APL 8
max 1,125 xp; 1,300 gp

APL 10
max 1,350 xp; 2,300 gp

APL 12
max 1,575 xp; 3,300 gp

APL 14
max 1,800 xp; 6,600 gp

Cross out any game effects this character does not gain.

☛ **Friend of the Elves**: For defeating the undead spirit Ysberyl and saving Mahnagor, you have been given access to the Ruathar prestige class (*Races of the Wild*).

Duchy of Ulek Outlaw/Criminal: For robbing (or attempting to rob) Raede Lianodel, you either will be arrested the next time you go to the Duchy of Ulek or have already been arrested in the Duchy of Ulek. After being arrested, you are imprisoned for 25 additional TUs. Influence points with any elven metaorganization or the Knights of the Watch/Knights of Dispatch can reduce this imprisonment by 5 TUs per Influence Point spent. You are now considered to be a criminal for any campaign metaorganization that cares about such things.

☛ **Favor of Parwyn Amastacia**: You have performed a valuable service for the elven merchant Parwyn Amastacia, who has connections with every elven noble house and enclave in the Sheldomar Valley. Through his connections, he can grant you access (Frequency: Adventure) to one of the following items from *Races of the Wild* immediately (circle the item selected): *elvencraft* bow, *blurstrike* melee weapon, *belt of hidden pouches*. If this PC is an elf or half-elf and belongs to a regional elven metaorganization, this access is upgraded to Frequency: Metaregional. This access does not count for purposes of MIC.
Name of Metaorganization: _____

☛ **New Magical Treasure**: If you managed to deliver any of the *mementos magica* to a spellcasting metaorganization to which you belong, your access to them on this AR improves to Frequency: Metaregional. This requires the entire party to forgo the gold they would normally receive for recovering one during the adventure, and it also removes any access to these items for PCs who are not members of the organizations to which they were delivered.
Name of Metaorganization(s): _____

☛ ***Words of the Ancient Wyrm***: You have in your possession *The Words of the Ancient Wyrm*, an ancient Draconic tome. Through its teachings and exercises, you now have access to the Dracolexi prestige class (*Races of the Dragon*).

☛ **Favor of the Knights of the Watch/Dispatch**: By delivering an intact copy of the *Manual of the Nether* to the Knights, you have gained their favor. If you are not a member and are a human, dwarf, or half-elf, the Knights will grant a recommendation for membership into their ranks and grant you access (Frequency: Adventure) to purchase the following item immediately: *ring of protection +2*. In addition, members of the metaorganization gain these additional (cumulative) benefits:
If this PC is a Squire, this access is upgraded to Frequency: Metaregional. If this PC is a Senior Squire, they gain access (Frequency: Metaregional) to a *stone of good luck* as well. If you are a full Knight, you get access (Frequency: Metaregional) to a *scabbard of keen edges* as well. The DM should verify membership and strikethrough any item access not granted. This access does not count for purposes of MIC.

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 Mithral Buckler (Adventure; Dungeon Master's Guide)
- ❖ Forgery Kit (Adventure; Complete Adventurer)
- ❖ Memento Magica, 1st Level Spell (Adventure; Races of the Dragon)
- ❖ Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Vest of Resistance +1 (Adventure; Complete Arcane)
- ❖ Wand of Burning Hands (CL 2nd; Adventure; Dungeon Master's Guide)

APL 8 (all of APL 6 plus the following):
- ❖ +1 Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Charisma +4 (Adventure; Dungeon Master's Guide)
- ❖ Memento Magica, 2nd Level Spell (Adventure; Races of the Dragon)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ Memento Magica, 3rd Level Spell (Adventure; Races of the Dragon)
- ❖ Vest of Resistance +2 (Adventure; Complete Arcane)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ Cloak of Charisma +6 (Adventure; Dungeon Master's Guide)
- ❖ Memento Magica, 4th Level Spell (Adventure; Races of the Dragon)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):
- ❖ +1 Keen Mithral Rapier (Adventure; Dungeon Master's Guide)
- ❖ Bracers of Armor +5 (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

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