



This Record Certifies that

played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
A Private Little War  
A Splintered Sun Metaregional Adventure  
Set in The Dullstrand



#### 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#

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

**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

☛ **Wanted in Dullstrand City:** You are wanted in Dullstrand City for killing a member of a Watch/Militia. If you enter Dullstrand City within the next 52 TUs, you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 10 Disguise check as soon as you enter Dullstrand City to avoid being recognised. The sentence may be commuted to a fine of APL x 250 gps per person killed. If you pay the fine or are executed, the DM must sign and then cross this off from the certificate.

☛ **Permanently wanted in Dullstrand City:** For the killing of one of the exiled Lords of the Isles you have been sentenced to death. If you enter Dullstrand City *ever again* you will be arrested, sentenced to death and executed (raising is possible). You must make a DC 20 Disguise check as soon as you enter Dullstrand City to avoid being recognised. For the moment this may not be removed from the AR.

☛ **Favour of Kjrig Grefstov:** As a Master of Dullstrand, Kjrig can acquire an object for each PC, though the PC must still pay for the item. The PC must be able to purchase said item following the rules laid down in the Living Greyhawk Campaign Sourcebook to a maximum of 15,000 gold pieces. Delivery of the item takes place after the PC finishes his **next** Regional or Meta-regional event. Once used the DM must sign and then cross this off from the certificate.

☛ **Disfavour of the Exiled Lords:** The PC is now disfavoured by the Exiled Lords of the Isles in The Dullstrand. This may affect future scenarios.

☛ **Disfavour of the Masters of Dullstrand:** The PC is now disfavoured by the Masters of Dullstrand. The cost of all items and magical items in Dullstrand City are increased by 10%.

☛ **Gratitude of Humphrie:** For saving his life Humphrie is grateful. This may affect future scenarios.

#### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

##### APL 6

- ❖ Mithral shirt (Adventure; 1,100 gp; DMG)
- ❖ +1 mithral shirt (Adventure; 2,100 gp; DMG)
- ❖ Darkwood light crossbow (Adventure; 375 gp; DMG)
- ❖ Darkwood heavy shield (Adventure; 257gp; DMG)

##### APL 8 (All of APL 6)

##### APL 10 (All of APLs 6-8 plus the following)

- ❖ dust of disappearance (Adventure; 3,500 gp; DMG)
- ❖ Mithral breastplate (Adventure; 4,200 gp; DMG)
- ❖ +1 darkwood heavy shield (Adventure; 1257gp; DMG)

##### APL 12 (All of APLs 6-10 plus the following)

- ❖ +1 darkwood light crossbow (Adventure; 2375 gp; DMG)
- ❖ +1 mithral breastplate (Adventure; 5,200 gp; DMG)
- ❖ +2 longsword (Adventure; 8315 gp; DMG)
- ❖ wand of cure light wounds (10 charges) (Adventure; 150gp; 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

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