Living Greyhawk

This Record Certifies that

Played by _____

Player *RPGA #*

Has Completed

A Small-Knowing Soul

A Regional Adventure Set in Geoff
(without the optional encounter)

Play Notes:

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

_____

_____

_____

Home Region _____

Adventure Record#

593 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____

Signature *RPGA #*

APL 4
max 675 xp; 600 gp

APL 6
max 900 xp; 800 gp

APL 8
max 1,125 xp; 1,250 gp

APL 10
max 1,350 xp; 2,100 gp

Cross out any game effects this character does not gain.

Continual Flame Orb
This glass orb contains a *continual flame* spell. In addition, the orb can be made to float in place by simply putting it in the desired location and letting go. If the orb is placed over a PC's shoulder, it levitates and follows the PC. The orb can only levitate itself, any additional weight causes the orb to sink to the floor. The orb has Hardness 1 and hp 5.
Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *Tenser's Floating Disc, continual flame*; *Market Price*: 1,000 gp; *Weight*: - lbs.

Stinking Cloud Hoop
When the hoop is thrown to the ground, it generates a *stinking cloud* effect as cast by a 5th-level wizard. The hoop's power diminishes with use, however, and only has 5 uses. The hoop can be thrown as an exotic ranged weapon with a 20-foot range increment. To hit the desired area requires a ranged touch attack (DC 10) unless a creature occupies the area (in that case, use the creature's touch AC instead).
Caster Level: unknown; *Prerequisites*: unknown; *Market Price*: 1,500 gp; *Weight*: - lbs.

Midwood Token
This token allows the wearer, and only the wearer, to enter and exit the warded area around Midwood at will.

Leading the Villagers to Safety
This PC slew Ghanadar and must spend 2 additional TUs to lead the villagers once under his protection to safety.

Favor of Maga Elspet
This PC returned all of the paintings, amulets, and items of a personal nature discovered in Russet Tower to Maga Elspet. She repays this kindness by granting this PC a favor. You may trade in this Favor for access to any one spell from *Tome & Blood* (except those of the enchantment school) or to receive a one-time +6 competence bonus to any Knowledge (arcana) or Knowledge (undead) checks. (Favor Level C)

Potion of Expeditious Retreat
Caster Level: 1st; *Prerequisites*: Brew Potion, *expeditious retreat*; *Market Price*: 50 gp; *Weight*: - lbs. Spell from *PH*, page 202.

Potion of Fox's Cunning
Caster Level: 3rd; *Prerequisites*: Brew Potion, *fox's cunning*; *Market Price*: 300 gp; *Weight*: - lbs. Spell from *Tome & Blood*, page 89.

Wand of Disrupt Undead
Caster Level: 1st; *Prerequisites*: Craft Wand, *disrupt undead*; *Market Price*: 750 gp; *Weight*: - lbs. Spell from *PH*, page 197.

Study in the Russet Tower
You have expended additional TUs studying the books and scrolls in Aedan's and/or Elspet's study before departing the Russet Tower. Mark the time spent below:
___ 4 TUs: This PC gains a +2 competence bonus to Knowledge (architecture/engineering) and Knowledge (undead) checks.
___ 8 TUs: This PC gains the above and also gains access to acquire a total of six levels of spells from *Tome & Blood*. These spells cannot be from the conjuration or enchantment schools.
___ 12 TUs: This PC gains the above and also gains access to acquire one of the following feats: Arcane Defense, Chain Spell, Reach Spell, Sculpt Spell, Spell Specialization, or Split Ray.

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 4
- ❖ *+2 Arrows or Bolts (10) (Adventure; DMG)*
- ❖ *Bracers of Armor +2 (Adventure; DMG)*
- ❖ *Potion of Expeditious Retreat (Adventure; see above)*
- ❖ *Potion of Fox's Cunning (Adventure; see above)*
- ❖ *Potion of Cure Serious Wounds (Adventure; DMG)*
- ❖ *Potion of Neutralize Poison (Adventure; DMG)*
- ❖ *Continual Flame Orb (Adventure; see above)*
- ❖ *Stinking Cloud Hoop (Adventure; see above)*
- ❖ *Wand of Disrupt Undead (Adventure; see above)*

APL 6 (all of APL 4 plus the following)
- ❖ *Brooch of Shielding (Adventure; DMG)*

APL 8 (all of APL 4 or 6 plus the following)
- ❖ *+2 Chain Shirt (Adventure; DMG)*
- ❖ *+2 Heavy Mace (Adventure; DMG)*
- ❖ *+2 Leather Armor (Adventure; DMG)*
- ❖ *+2 Short Sword (Adventure; DMG)*

APL 10 (all of APL 4 or 6 or 8 plus the following)
- ❖ *+2 Huge Greatclub (Adventure; DMG)*
- ❖ *+2 Large Wooden Shield (Adventure; DMG)*
- ❖ *+2 Light Crossbow (Adventure; 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

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_____

_____

_____

Home Region _____

Adventure Record#

593 CY ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____

Signature *RPGA #*

APL 4
max 1,013 xp; 900 gp

APL 6
max 1,350 xp; 1,200 gp

APL 8
max 1,688 xp; 1,875 gp

APL 10
max 2,025 xp; 3,150 gp

Cross out any game effects this character does not gain.

Continual Flame Orb
This glass orb contains a *continual flame* spell. In addition, the orb can be made to float in place by simply putting it in the desired location and letting go. If the orb is placed over a PC's shoulder, it levitates and follows the PC. The orb can only levitate itself, any additional weight causes the orb to sink to the floor. The orb has Hardness 1 and hp 5.
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2 or 4 TU
TU Cost

\- TU
Added TU Costs

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Starting XP

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XP lost or spent

XP
Subtotal

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XP
FINAL XP TOTAL

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- ❖ *+2 Light Crossbow (Adventure; DMG)*

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- ❑ *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