Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

SHE7-02 *Dark Whisperer Returned*

A Sheldomar Valley Metaregional Adventure Set in Hochoch

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

_____
_____
_____
Home Region_____

Adventure Record#

597 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

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.

Favor of the Knights of the Watch/Dispatch: By defeating the Triumvirate, you have gained their favor. Any non-Knight PCs with this favor may spend it to gain access (Frequency: Adventure) to purchase one copy of one of the tomes listed below. If you are not a member and are a human, a dwarf, or a half-elf, you may spend this favor to gain a recommendation for membership into their ranks. If you are a Squire, you may spend this favor to gain access (Frequency: Metaregional) to purchase one copy of one of the tomes listed below. If you are a Senior Squire, you may spend this favor to gain access (Frequency: Metaregional) to purchase *phylactery of faithfulness* and one copy of one of the tomes listed below. If you are a full Knight, you may spend this favor to gain access (Frequency: Metaregional) to both of the previous items and one additional copy of one of the tomes listed below. Mark this favor as USED when it is spent. The tomes available are: *manual of bodily health +1, manual of gainful exercise +1, manual of quickness in action +1, tome of clear thought +1, tome of leadership and influence +1, tome of understanding +1.*

Nightshade's Revenge: Nightshade believes that you have betrayed her in her dealings with the Knights of the Watch so she will attempt to send assassins to kill you. For the next ten adventures, you will start the adventure with hp loss equal to your character level from fighting assassins just prior to the adventure. These can be healed at the start of an adventure as normal.

Desertion: You left your post with the Knights without permission. You spend one additional TU in Hochoch trying to keep the Knights from arresting you. Additionally, if you are a Knights PC, you are reduced by one rank. Squires are removed from the order.

Tattered Traveling Spellbooks of Vrairis: After the battle, you have recovered the remains of the traveling spellbooks of the mystic theurge Vrairis. Its undamaged pages contain arcane spells. Buying these pages grants you access to the spells (all from *Spell Compendium*, except as noted) within.

Spellbook I: 2nd – *ray of sickness, snake's swiftness*; 3rd – *mass snake's swiftness, sound lance*. *Price*: 500 gp; *Weight*: 3 lbs.

Spellbook II: 3rd – *anticipate teleportation*; 4th – *force missiles, forceward*; 5th – *wrack*. *Price*: 800 gp; *Weight*: 3 lbs.

Spellbook III: 5th – *greater blink, greater dimension door, prismatic ray, reciprocal gyre*. *Price*: 1,000 gp; *Weight*: 3 lbs.

Spellbook IV: 6th – *greater anticipate teleportation, eye of stone* (RoS), *ray of entropy, ruby ray of reversal*. *Price*: 1,200 gp; *Weight*: 3 lbs.

Spellbook V: 7th – *arrow of bone, avasculate, prismatic eye, sword of darkness*. *Price*: 1,400 gp; *Weight*: 3 lbs.

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 8 (all of the following):
- ❖ *+1 Ghost Touch Dagger* (Adventure; Dungeon Master's Guide)
- ❖ *+1 Mithral Buckler* (Adventure; Dungeon Master's Guide)
- ❖ *+2 Mithral Breastplate* (Adventure; Dungeon Master's Guide)
- ❖ *Adamantine Arrows* (Adventure; Dungeon Master's Guide)
- ❖ *Boots of Elvenkind* (Adventure; Dungeon Master's Guide)
- ❖ *Cloak of Elvenkind* (Adventure; Dungeon Master's Guide)
- ❖ *Necklace of Fireballs, Type III* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Ring of Mind Shielding* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of Entropic Deflection* (Adventure; Magic Item Compendium)
- ❖ *Sword of Subtlety* (Adventure; Dungeon Master's Guide)
- ❖ *Vrairis' Spellbook I* (Adventure; See Above)
- ❖ *Wand of Magic Missile* (CL 1st; Adventure; Dungeon Master's Guide)

APL 10 (all of APL 8 plus the following):
- ❖ *+1 Adamantine Dagger* (Adventure; Dungeon Master's Guide)
- ❖ *Circlet of Persuasion* (Adventure; Dungeon Master's Guide)
- ❖ *Vrairis' Spellbook II* (Adventure; See Above)

APL 12 (all of APLs 8, 10 plus the following):
- ❖ *Amulet of Proof Against Detection and Location* (Adventure; DMG)
- ❖ *Brooch of Shielding* (Adventure; Dungeon Master's Guide)
- ❖ *Ioun Stone, Clear Spindle* (Adventure; Dungeon Master's Guide)
- ❖ *Necklace of Fireballs, Type V* (Adventure; Dungeon Master's Guide; Limit 1)
- ❖ *Vrairis' Spellbook III* (Adventure; See Above)

APL 14 (all of APLs 8, 10, 12 plus the following):
- ❖ *Ioun Stone, Dusty Rose Prism* (Adventure; Dungeon Master's Guide)
- ❖ *Vrairis' Spellbook IV* (Adventure; See Above)

APL 16 (all of APLs 8, 10, 12, 14 plus the following):
- ❖ *Ioun Stone, Orange Prism* (Adventure; Dungeon Master's Guide)
- ❖ *Ioun Stone, Pink Rhomboid* (Adventure; Dungeon Master's Guide)
- ❖ *Pearl of Power, 5th Level Spell* (Adventure; Dungeon Master's Guide)
- ❖ *Vrairis' Spellbook V* (Adventure; See Above)

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