Living Greyhawk

This Certificate Certifies that

_____

Played by _____
Player RPGA #

Has completed

Blood Beneath the Sun Round #____

An Interactive Mini-Mission set in Onnwal

COST: 1 TU

PLAY NOTES: ❑ Leveled this adventure

Current Home Region: _____

592 CY ADVENTURE

LEVEL OF PLAY: *(circle one)*

APL 2 *max XP 150, 100 gp*

APL 4 *max XP 300, 200 gp*

APL 6 *max XP 450, 300 gp*

APL 8 *max XP 600, 600 gp*

Other TUs Spent

TUs Remaining

TU Expenditure Notes
This is a Mini-Mission. Characters may not spend extra Time Units to practice professions after this adventure.
Out of region characters must spend an extra Time Unit to play.

Blood Beneath the Sun is a multi-round interactive on a continuous timeline so special rules apply:
All of the rounds must be played at the same APL.
A seperate Adventure Certificate is issued for each round.
Experience and Treasure awards are made at the end of each round.
Characters may not increase in level until the end of the last round.
All wounds and effects that a Character may be suffering from at the end of one round carries over to the next.
Spellcasters may not recover spells already cast or change spells between the end of one round and the start of the next.
All magical effects in operation upon a Character carry over from one round to the next if of sufficient duration.
Goods may be puchaced between rounds subject to the limits of Longbridge (800gp Single Item Maximum).
Interactive Mini-Missions do not count as Regional Adventures for the purposes of Warcompany benefits.
Blood Beneath the Sun counts as Military Service for Soldiers of the Free Onnwal Army of Rebellion.
Any further questions will be answered in the Blood Beneath the Sun Briefing Sheet.

Some characters are entitled to free upkeep for the duration of Blood Beneath the Sun. If you are one of those then please fill in the blanks below:
Level of Free Upkeep:_____ Reason for Entitlement:_____

Event_____ **Date:** _____

DM: _____
Signature RPGA #

Upkeep: ❑ none; ❑ Adventurers' Standard (12 gp x TU); ❑ Rich (50 gp x TU); ❑ Luxury (100 gp x TU).

Consumable Items:

Other Coin

scroll: spell lvl x caster lvl x 25 gp;
potion: spell lvl x caster lvl x 50 gp;
wand charge: spell lvl x caster lvl x 15 gp;
wondrous item: market value.
arrow or bolt: 7 gp masterwork, 1 gp silver, 40 gp +1, 160 gp +2, 360 gp +3, 640 gp +4, 1000 gp +5

Starting XP

XP Gained

XP Spent

New XP

/ Starting gp

/ Gp Gained

/ Gp Spent

/ End of Adventure gp

/ Bought/Sold Amounts

/ New Starting gp

ITEMS BOUGHT

Total

ITEMS SOLD

Total

EQUIPMENT LIST (list item and gp value)

Basic Equipment: _____

Signature Items
1. _____
2. _____
3. _____

Consumable Items
❑❑❑❑❑❑❑❑❑❑ _____
❑❑❑❑❑❑❑❑❑❑ _____
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