Living Greyhawk

This Record Certifies that

_____

Played by _____
Player RPGA #

Has Completed

SHE6-01 *Flesh Torn Asunder*

A Metaregional Adventure
Set in the Free City of Hochoch

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.

Imprisoned in Hochoch (First Outcome): For removing evidence from a crime, you are sentenced to a reduced punishment of 4 TUs of imprisonment. Lifestyle costs for these TUs are free.

Imprisoned in Hochoch (Second Outcome): For assaulting Hochoch city guards, you are sentenced to a reduced punishment of 8 TUs of imprisonment. Lifestyle costs for these TUs are free.

Outlaw in Hochoch: For assaulting city guards with intent to kill, you are sentenced to a term of lengthy imprisonment in the City of Hochoch. However, you manage to escape before being arrested. If you are a member of the Knights of the Watch or the Knights of Dispatch, you are immediately removed from the Order. If you return to Hochoch, you will automatically be captured and imprisoned for 156 TUs. Lifestyle costs for these TUs are free.

Favor of the Knights of the Watch/Dispatch: By reporting the events of this adventure 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: *mithral chain shirt*. 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 *boots of striding and springing* as well. If you are a full Knight, you get access (Frequency: Metaregional) to a *ring of mind shielding* as well. The DM should verify membership and strikethrough any item access not granted.

Thick as Thieves: For reporting the events of this adventure to a thieves' guild metaorganization to which you are a member, you gain one Influence Point with that organization. You also gain access (Frequency: Metaregional) to purchase a *cloak of elvenkind*.

Name of Organization: _____

Dephos' Spellbooks: You have found the spellbooks of the undead necromancer Nycos Dephos. There are a total of seven spellbooks; each volume is available at a certain APL and above. They contain the following (SC*Spell Compendium*, FB*Frostburn*):

- APL 6 - Spellbook I: 1st – *grease, mage armor, magic missile, protection from good, ray of enfeeblement, shield, summon monster* I; 2nd – *cat's grace, false life, fox's cunning, ghoul touch, glitterdust, invisibility, Melf's acid arrow, scorching ray, spectral hand, summon monster* II. *Price*: 1,350 gp; *Weight*: 3 lbs.
- APL 6 - Spellbook II: 3rd – *dispel magic, fireball, greater mage armor*SC, *halt undead, keen edge, magic circle against good, ray of exhaustion, resonating bolt*SC, *summon monster* III, *vampiric touch*. *Price*: 1,500 gp; *Weight*: 3 lbs.
- APL 6 - Spellbook III: 4th – *animate dead, contagion, enervation, Evard's black tentacles, lesser globe of invulnerability, greater invisibility, mindfrost*FB, *summon monster* IV, *sword of deception*SC. *Price*: 1,800 gp; *Weight*: 3 lbs.
- APL 8 - Spellbook IV: 5th – *baleful polymorph, cloudkill, cone of cold, greater blink*SC, *magic jar, summon monster* V, *teleport, waves of fatigue*. *Price*: 2,000 gp; *Weight*: 3 lbs.
- APL 10 - Spellbook V: 6th – *disintegrate, eyebite, greater dispel magic, ray of entropy*SC, *repulsion, stone to flesh, summon monster* VI. *Price*: 2,100 gp; *Weight*: 3 lbs.
- APL 12 - Spellbook VI: 7th – *arrow of bone*SC, *delayed last fireball, spell turning, summon monster* VII, *sword of darkness*SC, *greater teleport, waves of exhaustion*. *Price*: 2,450 gp; *Weight*: 3 lbs.
- APL 14 - Spellbook VII: 8th – *blackfire*SC, *greater shout, horrid wilting, polar ray, summon monster* VIII, *symbol of death, trap the soul*. *Price*: 2,800 gp; *Weight*: 3 lbs.

Knights Training: Because of the seriousness of this growing situation, the Knights want you to undergo further training. If you are a member of the Knights of the Watch or Knights of Dispatch, you may select one or more of the following teamwork benefits: Heavy Cavalry[HoB], Infiltration[DMG2], Ranged Precision[DMG2], Snap Out of It[DMG2]. The rules for how to apply these benefits can be found on the Living Greyhawk Team Roster Form. These benefits can <u>ONLY</u> be gained at the end of this adventure (or any other adventure that offers teamwork benefits from the Knights of the Watch/Dispatch). Non-members can be trained as well, but must spend one Influence Point with the Knights per benefit gained. [HoB]*Heroes of Battle*, [DMG2]*Dungeon Master's Guide* II.

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 (all of the following):
- ❖ *+1 Mithral Buckler* (Adventure; Dungeon Master's Guide)
- ❖ *Arcane Scroll of Teleport* (CL 9th; Adventure; Dungeon Master's Guide)
- ❖ *Dephos' Spellbooks* I, II, and III (Adventure; See Above)
- ❖ *Vest of Resistance +2* (Adventure; Complete Arcane)

APL 8 (all of APL 6 plus the following):
- ❖ *Amulet of Natural Armor +2* (Adventure; Dungeon Master's Guide)
- ❖ *Dephos' Spellbook* IV (Adventure; See Above)
- ❖ *Potion of Inflict Serious Wounds* (Adventure; Dungeon Master's Guide)

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *Dephos' Spellbook* V (Adventure; See Above)
- ❖ *Headband of Intellect +4* (Adventure; Dungeon Master's Guide)
- ❖ *Large Items: Javelin, Morningstar, Hide Armor* (Adventure; Player's Handbook)

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *Large Items: Greatclub* (Adventure; Player's Handbook)
- ❖ *Dephos' Spellbook* VI (Adventure; See Above)
- ❖ *Metamagic Rod, Maximize, Lesser* (Adventure; Dungeon Master's Guide)
- ❖ *Gloves of Dexterity +4* (Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 6, 8, 10, 12 plus the following):
- ❖ *Bracers of Armor +5* (Adventure; Dungeon Master's Guide)
- ❖ *Dephos' Spellbook* VII (Adventure; See Above)
- ❖ *Headband of Intellect +6* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of Protection +2* (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