



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

Traitor's Road

A Regional Adventure

Set in Hardby and the Bright Lands



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#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 400 gp

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

• **Gratitude of Jelal Havelos.** For their services to the Gynarchy of Hardby, the bearer has the gratitude of Jelal Havelos, a didatrix of the Gynarchy. Male PCs may claim
Free Adventurer's Standard Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Female PCs may claim one of the following:

Free Luxury Upkeep in one future Core Adventure starting in Hardby or the Domain of Greyhawk.

Honourary membership of the Order of the Throne of Wood: Free Adventurer's Standard Upkeep in any Core Adventure beginning in Hardby or the Domain of Greyhawk; +2 circumstance bonus to Diplomacy and Gather Information Checks in Hardby; -2 circumstance penalty to Diplomacy, Gather Information and Bluff Checks with agents of the Free City of Greyhawk, Greyhawk City Thieves' and Assassin's Guilds.

• **Brand of the Star.** Parties unknown have mysteriously returned you to life after you died in the Bright Desert. As a result you bear a magical brand of an eight-pointed star on your right shoulder. This brand may not be removed by any means other than a wish or miracle. It is present even if the character is raised or resurrected.

• **Rary's Silver Songbird.** CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2 (+2 Dex); Spd 30 ft., fly, 50 ft. (perfect); AC 18 (+2 size, +2 Dex, +6 natural) (touch 17, flat-footed 16); SQ Construct traits, ghost sound, SV Fort +0, Ref +2, Will +2; Str 8, Dex 15, Con -, Int 2, Wis 15, Cha 16

Spell-like abilities: 1/day: ghost sound 11th level caster.

Caster level: 11th; Prerequisites: Craft Wondrous Item, animate objects, fly, ghost sound, lullaby; Market Price: 16,500 gp; Weight: 1 lb.

This is a command word and can be employed by the owner to cast ghost sound. The item flies but is not sentient and cannot be used as a scout. When not in use it remains within 5 feet of its owner.

• **Wrath of the Greyhawk Assassin's Guild:** You have earned the wrath of the Greyhawk Assassin's Guild. For the next three modules beginning or set in the Free City or Domain of Greyhawk, all your upkeep costs are doubled and the costs of all items, magical items or services (including spell-casting) purchased in the City and Domain of Greyhawk are increased by 10%, as the Guild uses its influence to make your life difficult. The Wrath of the Guild may manifest itself in other ways in future modules.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Rary's Silver Songbird (Adventure; 11th level caster; 4,000 gp; see above)
- ❖ Potion of haste (Any; DUNGEON MASTER's Guide)

APL 4 (all of APL 2 plus the following)

APL 6 (all of APLs 2-4 plus the following)

- ❖ +1 defending rapier (Region; DUNGEON MASTER's Guide)
- ❖ +1 shadow studded leather armour (Region; DUNGEON MASTER's Guide)

APL 8 (all of APLs 2-6 plus the following)

- ❖ +1 keen short sword (Region; DUNGEON MASTER's Guide)
- ❖ +1 keen longspear (Any; DUNGEON MASTER's Guide)
- ❖ +1 mighty composite longbow +5 (Adventure; DUNGEON MASTER's Guide)
- ❖ Potion of cure serious wounds (Any; DUNGEON MASTER's Guide)
- ❖ Potion of heroism (Any; DUNGEON MASTER's Guide)

APL 10 (all of APLs 2-8 plus the following)

- ❖ +1 distance might composite longbow +5 (Adventure; DUNGEON MASTER's Guide)
- ❖ +2 bracers of armour (Any; 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

TU

Starting TU

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