



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Folly
A Core Adventure
Set in the Domain of Greyhawk



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 450xp; 400gp

APL 4

max 615xp; 600gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,240gp

APL 10

max 1,375xp; 2,100gp

APL 12

max 1,575xp; 3,000gp

Cross off all items **NOT** earned

Feat Access – Your visit to Folly has expanded your mind and awakened you to previously unpondered ideas. Swirling about the whirlwind at Folly were dreams undreamt and thoughts unmanifested. This PC now has access to one of the following feats, cross off all others:

Tome and Blood: Arcane Defense, Extra Slot, Subdual Substitution

Song & Silence: Chink in the Armor, Jack of All Trades, Lingering Song, Pyro

Defenders of the Faith: Divine Resistance, Heighten Turning, Reach Spell

Masters of the Wild: Animal Defiance, Extra Favored Enemy, Extra Rage, Plant Defiance, Speaking Wild Shape

Sword and Fist: Close Quarters Fighting, Fists of Iron, Prone Attack

Collar of Tusmit – This Adamantine collar was found in a junk bin at Zaggy's Museum in Folly. It was designed to protect it's wearer from decapitation and garrote attacks. The game effects are as follows: it prevents a vorpal weapon from decapitating the wearer and provides a +10 armor bonus against garrote attacks. The collar is an improved version of the gorget from Song and Silence. (Caster Level: Unknown; Prerequisites: Craft Wondrous Item, unknown spell; Market Price: 4,000 gp)

"Fortune of the Absurdly Incongruous" – Having been exposed to the random fluxuations of Folly, the player posses an aura similar to the Luck on. This roll may be for an attack, skill check, saving throw, etc The second result on the die must be kept, even if it is worse than the first. This special ability is only awarded if the table successfully solves the final puzzle. This effect lasts for one game year from the date Folly is played. It does not stack with any other die rerolling ability and may be used after the initial roll.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Golembane scarab (Frequency: Adventure; DMG)
- ❖ Rod of Wonder (Frequency: Core)
- ❖ Collar of Tusmit (Frequency: Adventure; See Above)

APL 4 (all of APL2 plus the following)

- ❖ Figurine of Wondrous Power (ebony fly) (Frequency: Core; DMG)

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

- ❖ "Ring of Gookinesis" (Ring of Telekinesis that only works on creatures of type Ooze) (Frequency: Adventure; 20,000 gp; DMG)
- ❖ Amulet of Proof Against Detection and Location (Frequency: Adventure; DMG)

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

- ❖ Access to purchase up to 3 scrolls of any 4th level arcane spells in the DMG Table 8-24 (Frequency: Adventure; DMG)
- ❖ Armor enhancement: Fortification (light) (Frequency: Core; DMG)

APL 10 (all of APLs 2-6 plus the following)

- ❖ Access to purchase up to 2 scrolls of any 5th level arcane spells in DMG Table 8-24 (Frequency: Adventure; DMG)
- ❖ Chaotic weapon enchantment (Frequency: Core; DMG)

APL 12 (all of APLs 2-6 plus the following)

- ❖ Access to purchase up to 2 more scrolls of any 5th level arcane spells in DMG Table 8-24 (Frequency: 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

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