

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

has completed
SHL8-03 – Shattered Spire
A Regional Adventure set in the Shield Lands



Play Notes:

- ☐ Gained a level _____
- ☐ Retrained _____
- ☐ Lost a level _____
- ☐ Ability Drained _____
- ☐ Died _____
- ☐ Was raised/resurrected _____
- ☐ Was reincarnated _____

Adventure Record#

598 CY
ADVENTURE

LEVEL OF PLAY
(CIRCLE ONE)

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

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Favor of Lord Travail:** Your work on behalf of the Shield Lands and its Standing Army has put you in the good graces of Lord Travail. He makes available to you the following items: (Regional access): *Pearl of power* (any), *Robe of the archmagi* (white), *Scroll of entice* gift (150 gp; SpC), *Scroll of hesitate* (375 gp; PHBII), *Scroll of mesmerizing glare* (375 gp; SpC), *Scroll of rebuke, greater* (700 gp; SpC), *Staff of charming*, *Veil of allure* (MIC).

☛ **Marked for Promotion:** Your contribution to the Standing Army in this sensitive mission has not gone unnoticed. Any current member of the Standing Army may choose to ignore any ONE requirement for his or her advancement to the next tier of the Standing Army metaorganization. If you choose to use this favor, you must do so on one of your next 3 ARs. Once you use this favor, cross it out.

☛ **Destroyed an Obelisk:** You had heard rumors that strange things happened to those who touched the obelisks, but nothing seemed to happen to you... at first. After a short period of time, however, you began to have strange visions of ancient necromantic rituals. Early in the visions, you were always far removed from the rituals, but then you started to get closer and closer until the ancient, cowed spellcasters began to stare at you. For your next 5 adventures, you gain a +1 circumstance bonus to all your saves against spells, but any time you are forced to save against a Necromancy spell, you are automatically Shaken, regardless of the result of your saving throw.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

All APLs:

- ❖ *Armbands of might* (Adventure; MIC)
- ❖ *Breastplate of command* (Adventure; DMG)
- ❖ *Eyes of the eagle* (Adventure; DMG)
- ❖ *Figurine of wondrous power, bronze griffon* (Adventure; DMG)
- ❖ *Ioun stone, dusty rose prism* (Adventure; DMG)
- ❖ *Ioun stone, pale blue rhomboid* (Adventure; DMG)
- ❖ *Metamagic rod of extend, lesser* (Adventure; DMG)
- ❖ *Wand of enervation* (Adventure; DMG)
- ❖ *Wand of inflict moderate wounds* (Adventure; DMG)
- ❖ *Wand of Melf's acid arrow* (Adventure; DMG)
- ❖ *+1 ghost touch shortspear* (Adventure; DMG)
- ❖ *+1 keen falchion* (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

1 or 2 TU

TU Cost

TU

Added TU Costs

TU

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL