

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

NYR7-09- To Mourn With Entrell Thazihel'ath Entrell

A one-round regional adventure set in the Kingdom of Nyrond



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#

597 CY

ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

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

☛ **La'elimsha and Ael'renael:** You have journeyed with Ruessa to Ysgard. She insists on returning the sword La'elimsha to Nesur Joarena. However, instead of accepting the sword, Nesur gifts Ael'renael to you in honor of your service, thus reuniting the pair. The sword's runes identify their names *The Eastern Sun* and *Great Knight of the West*. Both swords are non-magical, masterwork longwords. Only one PC at the table may earn this favor. The elves of Alfheim or Entrell will enchant these as +1 longwords for 50% of the cost. The PC is responsible to pay the full cost of any further enhancements above the initial +1. Cross off this favor once used.

☛ **A Home Amongst the Elves:** The PC can choose to prepare a home in the lands of the Entrell Estates. The PC is responsible for building it, but the elves will assist with any necessary skills. The PC has qualified to take a home as detailed in the Nyrond Meta-Org Booklet 598. All prerequisites are considered fulfilled. The PC is responsible for paying for the initial and annual cost of the property. The property is considered Modest, costing 1,000 gp and cannot be upgraded.

☛ **Favor of the Entrell Estates:** You have performed a valuable service for the elves of the Entrell Estates and have earned the favor of Gelleflair Entrell. He makes available one item designated with a "*" (Regional access). Circle the item chosen and cross off the others. Mark off this favor when the item has been bought.

☛ **Escorted the Light of the Elves and the Sword of Dawn:** You have escorted Ruessa to Alfheim (10 TU cost, cannot be reduced). The Keeper of the Lore requests your assistance in documenting your experiences for his library. To show his appreciation he makes his library connections available to you. You have gained access to one (1) of the following books. Circle the book you choose, cross off all others. ☐ manual of bodily health +1; ☐ manual of gainful exercise +1; ☐ manual of quickness of action +1; ☐ tome of clear thought +1; ☐ tome of leadership and influence +1; ☐ tome of understanding +1

☛ **Guardian of the Light of the Elves and the Sword of Dawn:** You have elected to remain with Ruessa in Alfheim as her guardian. The character is effectively retired to live in Ysgard (and may no longer participate in the campaign). The player may create another first-level character with the Entrell Estates as his/her originating home. The player is given the supplemental AR as the new character's first adventure record.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 2

- ❖ **Ring of feather falling (Regional; DMG)
- ❖ Elvencraft bows (Regional; RoW)

APL 4 (all of APL2 plus the following)

- ❖ **Ring of force shield (Adventure; DMG)

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

- ❖ **Horseshoes of speed (Adventure; DMG)

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

- ❖ **Horn of goodness/evil (Regional; DMG)
- ❖ Anklet of translocation (Adventure; MIC; 1,400 gp)

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

- ❖ **Candle of invocation (chaotic good) (Regional; DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ **Gem of brightness (Regional; DMG)

TU

Starting TU

O TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

XP Gained

XP

FINAL XP TOTAL

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 Gained

GP

Subtotal

GP Gained

GP

Subtotal

GP Spent

GP

FINAL GP TOTAL



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Been Created According to the *Guardian of the Light of the Elves and the Sword of Dawn* AR Item earned in
NYR7-09- To Mourn With Entrell
Thazihel'ath Entrell

A one-round regional adventure set in the Kingdom of
Nyronnd



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Adventure Record#

597 CY
ADVENTURE

**LEVEL OF
PLAY**
(CIRCLE ONE)

APL 2

max 0 XP; 0 gp

You have served with distinction during the Battle for Entrell. Gelleflair Entrell has bestowed on you the rank of Olv'nachani in the Entrell Militia (Nyronnd meta-org). You may join the meta-org for no cost in TU and gold. You must join on this AR or pay the normal cost afterward.

Goodwill of Entrell Estates

The elves of Entrell Estates gifted additional monies to start your journey as an adventurer and goodwill ambassador for Entrell Estates.

Ambassador of Entrell Estates

You are recognized throughout the Kingdom of Nyronnd. For any adventure set in the Kingdom of Nyronnd you gain the following benefits.

- Free standard upkeep
- +1 circumstance modifier to any Charisma-based skill
- 10% discount on any arms, armor, good and spellcasting services from PHB.

This is a special supplement AR for use to create a new 1st-level character. The character must be from Entrell Estates and be either elf (any sub-race) or half-elf. Attach this AR to your character to use as the first AR in the new character's stack.

TU

Starting TU

O 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

As this is a new character, you may not access any such items until you earn access to them during play. However, the following items are available for purchase after any LIVING GREYHAWK event:

- ❖ All items from the PH, tables 7-3, 7-5, 7-6, and 7-8 with the exception of spells.
- ❖ Cold iron or silver PH weapons as per the DMG, page 284.
- ❖ Any DMG item of an Open spell with a market price of 750gp or less from Tables 7-17, 7-23, 7-24, and 7-26.
- ❖ +1 to +5 enhancement bonuses for weapon, armor and shield
- ❖ Amulet of health +2 to +6 (DMG)
- ❖ Amulet of mighty fists +1 to +5 (DMG)
- ❖ Amulet of natural armor +1 to +5 (DMG)
- ❖ Belt of giant strength +4 to +6 (DMG)
- ❖ Boccob's blessed book (DMG)
- ❖ Bracers of armor +1 to +8 (DMG)
- ❖ Cloak of charisma +2 to +6 (DMG)
- ❖ Cloak of resistance +1 to +5 (DMG)
- ❖ Gauntlets of ogre power (DMG)
- ❖ Gloves of dexterity +2 to +6 (DMG)
- ❖ Headband of intellect +2 to +6 (DMG)
- ❖ Heward's Handy Haversack (DMG)
- ❖ Periapt of wisdom +2 to +6 (DMG)
- ❖ Ring of protection +1 to +5 (DMG)
- ❖ Vest of resistance +1 to +5 (DMG)
- ❖ Complete Adventurer Table 4-1
- ❖ Complete Warrior Table 4-6
- ❖ Frostburn Table 4-1
- ❖ Races of the Dragon Colored Metal (no cost)
- ❖ Races of Stone Tables 7-1 and 7-2
- ❖ Races of the Wild Table 7-1
- ❖ Sandstorm Table 4-1
- ❖ Stormwrack Tables 5-4 and 5-5

Lifestyle

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GP

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GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL