



This Record Certifies that

Played by

Player

RPGA #

Has Completed

URC6-So1 Into the Dreerwode
A Regional Introductory Adventure
Set in the County of Urnst

Play Notes:

- Gained a level
Lost a level
Ability Drained
Died
Was raised/res'd
Was reincarnated

Adventure Record#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

Home Region

Event: Date:

DM: Signature RPGA #

APL 2

max 450xp; 450gp

Kwengai's dolly: You offered to serve as Kwengai's playmate. She feeds you, bathe you and play with you for 4 TUs during which you do not have to pay upkeep. A friend for life, should you ever meet her again her reaction to you can be friendly at worse.

Friendship Token: You were given a token of friendship made of bone and feathers by the parents of the little Kwengai. The token must be worn as an earring. You gain a +2 circumstance bonus to any social roll involving Forest giants.

Well-done maps: The maps you found on the scout were of great quality. If you have time to study them for at least one minute, you can get a +2 competence bonus to any Knowledge and Survival checks dealing with the Dreerwode. After 52TUs the maps become somewhat outdated and do not give the bonus anymore.

Hunted: Because you have killed their little Kwengai, her parents are after you. Whenever you fight a forest giant in the Dreerwode, you are their first target. No forest giant EVER gives you any quarter in combat (the rest of the party is not affected by this). Perhaps one day, they will forget you. But they'll never forgive.

Incompetent: Because of your inaction, a young boy was killed needlessly. Because of this, until the end of 596CY, the gp and influence costs for joining any County metaorg (even promotions) are doubled for you. Time requirements (such as "must spend X months at previous tier") are also doubled.

TU Starting TU

1 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

This area is typically used to list the items found during the adventure that are now available for purchase. As an introductory scenario, this adventure does not contain any such items. 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 +1 weapon or armor of a type listed in the PHB (this includes upgrades of existing masterwork items)

Any potion from the DMG table 7-17 valued at 750 gp or under

Any scroll from the DMG tables 7-23 and 7-24 valued at 750 gp or under

Ring of protection +1

Amulet of natural armor +1

Bracers of armor +1

Cloak of resistance +1

Amulet of health +2

Cloak of Charisma +2

Gauntlets of ogre power

Gloves of Dexterity +2

Headband of intellect +2

Periapt of Wisdom +2

More detailed information can be found in the LIVING GREYHAWK Campaign Sourcebook (LGCS) in Chapter 4. You must have campaign documentation to purchase items not found on the above list. Adventure Records are the most common form of this documentation.

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

GP Starting GP

- GP GP Spent

GP Subtotal

+ GP GP Gained

GP Subtotal

+ GP GP Gained

GP Subtotal

- GP GP Spent

GP Subtotal

GP FINAL GP TOTAL

Items Sold

Items Sold table

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table

Total Cost of Bought Item

Subtract this value from your gp value