



This Record Certifies that

Played by

Player

RPGA #

Has Completed
URC6-So2 Fetch
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

Blind! You drank the Blackmoor Brandy and have turned blind. Luckily, you recover after a few days. You must spend 1 TU to recover your sight, pay for a cure blindness spell, or suffer the effects of this blindness during your next adventure.

Selinestor's Library: Members of the Obsidian Conclave only may spend 1 TU studying Selinestor's library. This allows you to gain one of the following benefits (choose one and cross off the others).

- Ancient legends: +2 competence bonus to any skill check dealing with ancient legends of the Oeridian people.
Modern mages: +2 competence bonus to any skill check to find or locate any wizards or scholar.
Shadow magic: you can re-roll any skill check dealing with the Plane of Shadow and its creatures OR spells with the shadow descriptor.

Favor of Melinaria Gellor: The constable of Geralenn feels she owes you one. This counts as an influence point. Cross off once used.

Disfavor of Melinaria Gellor: The constable of Geralenn is angry with you. This counts as an infamy point. You can not gain any further influence points with Melinaria, cannot join House Gellor and you may not advance in or join the army until you have cancelled this point using an influence point from the Gellor Family or 2 points with other families.

Banditry: You attacked a merchant of House Veltuer. You are sentenced to ___ TUs in jail. If you do not pay upkeep for that time, you begin your next adventure fatigued and with 2 points of damage to your Str and Con.

Used on AR #:

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

Table for listing items sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Table for listing items bought

Total Cost of Bought Item

Subtract this value from your gp value