

Living Greyhawk



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
URC7-02— Chasing the Darkness
 An 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#

597 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 # _____

• **Cohort:** For rescuing her, Faelwyn, a hound archon, will become your cohort. In future events, only one Faelwyn may be present at the table. Faelwyn may only advance as a paladin, fighter, and/or ranger

• **Favor of (circle one): Viper's Rogue Guild** (🦋) / **Knights of the Swan** (🦢) / **Obsidian Conclave** (🏰): You have Regional access to items marked with the symbol next to the circled metaorg's name.

• **Disfavor of the Viper's Rogue Guild:** You have earned the enmity of the Viper's Rogue Guild and lose all Influence Points with any faction of the County's Shadow Network

• **Disfavor of the Knights of the Swan:** You cannot join this organization until you earn five influence points from them.

• **Favor of the Underley Network** You are invited to join the Underley Network if you are not already a member. Send an email to courtriad@yahoo.com for more information.

• **Disfavor of the Underley Network:** You cannot join this organization until you earn five influence points from them.

• **Atonement Required:** You have lost your divine abilities and must atone for being involved in the evil act of murdering, Lord Terrel Yarne. Contact your local Triad for more information.

• **Favor of Shi'raena Teken'afin:** The priestess of Lolth has promised you one item of your choice from DMG table 7-27 (for any one PC that killed Terrel Yarne, you have access to table 7-28 as well). Cross off once used. Value promised: 16,000 gp.

• **Guest of Lolth:** You spent 20 TUs as a guest of Lolth and gain +2 to all knowledge checks regarding the Demonweb and Drow

• **Rheanna Hinge's Spell Book:** This spellbook contains the following spells: 0—acid splash, amanuensis, arcane mark, caltrops, dancing lights, daze, detect magic, detect poison, disrupt undead, electric jolt, flare, ghost sound, launch bolt, launch item, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, repair minor damage, repair minor damage, resistance, silent portal, sonic snap, stick, touch of fatigue; 1—backbiter, cause fear, enlarge person, mage armor, magic missile, ray of enfeeblement, shield; 2—blindness/deafness, false life, ray of sickness, ray of weakness; 3—bands of steel, dispel magic, ray of exhaustion, vampiric touch; 4—burning blood, enervation, wither (sand storm), wrack; 5—cone of cold, moonbow, night's caress, prismatic ray; 6—circle of death, ray of entropy. Cost 2,950 gp. (Obsidian Conclave members may purchase this item for 2,000 gp.)

• **Lord Bryne's Reserve:** Lord Bryne will sell you his wine at a discount price. Sharing a bottle of this grants a +4 circumstance bonus to Gather Information checks. Freq: Regional, Cost 4 gp.

TU

Starting TU

1 or 2 TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APLs 6-8

- ❖ 🦋 Horn of Goodness/Evil (Adventure; DMG)
- ❖ 🦢 Horseshoes of Speed (Adventure; DMG)
- ❖ Deck of Illusions, Planar (Adventure; Planar Handbook; 8,100 gp)
- ❖ !§ Headband of Intellect +4 (Adventure; DMG)
- ❖ Wand Cure Light Wounds (Adventure; DMG)
- ❖ 🦋 Bag of Tricks (gray) (Adventure; DMG)
- ❖ § Rheanna Hinge's Spell book (see above)

APL 10 (All of APLs 6-8 plus the following)

- ❖ 🦋 Amulet of natural armor +4 (Adventure; DMG)
- ❖ Mithral Full Plate Armor +1 (Adventure; DMG)
- ❖ Mithral Heavy Steel Shield +1 (Adventure; DMG)
- ❖ !§ Ring of Protection +4 (Adventure; DMG)
- ❖ § Wand of Magic Missiles (Adventure; CL5; DMG)
- ❖ Amulet of Health +4 (Adventure; DMG)

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

- ❖ N Cloak of Charisma +6 (Adventure; DMG)
- ❖ !§ Headband of Intellect +6 (Adventure; DMG)
- ❖ Amulet of Health +6 (Adventure; DMG)
- ❖ !§ Bag of Tricks (rust) (Adventure; DMG)

APL 14 (All of APLs 6-12 plus the following)

- ❖ Humanbane, Keen Greataxe (Adventure; DMG)

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

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

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL