

Living Greyhawk



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
URC7-05- Through the Gloaming
 A one-round 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 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

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

Infamous in Applebee: Because you made Brandy pay the tolls, or because you let him die, you have earned one infamy point with the Halflings of Applebee. This immediately negates any and all influence points you may have earned in the past.

Thanks of Brandy Skylark: You must select one of the two following benefits (immediately).

- Free Upkeep in any adventure set in Applebee
- Influence point with the people of Applebee
- Fill the role-playing requirements for Temple Raider of Brandobaris.

Thanks of Lady Rene Camis-Rouge: This counts as an influence point with either the Knights of the Swan, the authorities of Stone Battle, or the authorities in Nesserport. Cross off once used.

Notice of the Black Man You have attempted to enter his fortress. For this, you have drawn the notice of the Black Man. In all future adventures where the Black Man or his followers are present, you will be the primary target.

Searched for the Fortress: You went looking for the sunken fortress in the swamp, and spent 1 TU to find it.

Lost in the Swamp You spent 2 Time Units getting out of the swamp.

Fennelmore Collar This item works just like the collar of slavery (MH) except it requires a remove curse (CL 18) to remove it and, once removed, causes 1 point of Con damage that lasts for 10 Adventures. You cannot sell, or reuse, this item, doing so is an evil act. (0 gp)

Traded with the Swamp Folk In trading with the swamp folk, you gained access to the following items from the Arms and Equipment Guide: alchemist arrows (75 gp each), thunder arrows (2 gp each), flotation bags (5 gp each), insect netting (200 gp each). This access is only valid for this AR; you must record your purchases in the Items Purchased section of this AR.

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

APL 2

- ❖ Swamp Folk Items (Adventure, see above)

APL 4 (All of APL2 plus the following)

- ❖ Green dragonhide leather armor (Adventure, DMG, 310 gp)

APL 6 (all of APL2 plus the following)

- ❖ Gloves of swimming and climbing (Adventure; DMG)
- ❖ +1 green dragonhide leather armor (Adventure, DMG; 1,310 gp)

APL 8 (all of APLs 2-4 plus the following)

- ❖ Belt of one mighty blow (Adventure; MHB; 1,500 gp)
- ❖ Dust of tracelessness (Adventure; DMG)
- ❖ Heartstone (Adventure; MM:194; 1,800)

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

- ❖ Helm of glorious recovery (Adventure; MHB; 5,600 gp)
- ❖ Frost weapon enhancement (Adventure; DMG)
- ❖ Bracers of archery, greater (DMG)
- ❖ Scroll of rainbow blast (SpC; 375 gp)

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

- ❖ Moderate fortification armor enhancement (Adventure; DMG)
- ❖ Cloak of elemental protection (Adventure; MHB; 1,000 gp)

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

Subtotal

GP

FINAL GP TOTAL