

Living Greyhawk



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
URC7-08- Alive!

A one-round regional adventure set in the County of Urnst

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

☛ **Thanks of Sir Perthian Dane:** This is an influence point with either: Sir Perthian, House Dane or the church of Heironeous. Cross off once used.

☛ **Thanks of Nimar:** This is an influence point with either: Lord Nimar, House Gellor or the people of Dosseldorf. Cross off once used.

☛ **Nimar's items:** Lord Nimar gives you a one-time access to the following items. You may buy only **one** item. Cross off once used.
(All MIC) *arcane's gloves, belt of growth, bracers of arcane freedom, casting gloves, circlet of mages, cloak of elemental protection, desperation chain, ring of adamantite touch, ring of arcane might, robe of mysterious conjuration, spare hand, unicorn pendant.*

☛ **Friend in Greyhawk:** Bradon gives you adventure access the items with a '@'.

Thank you for rescuing me: Lord Underley had to save you. Now YOU owe HIM. You can be sure that he will collect this debt in the future. Cross off when this favor is called.

☛ **Blessed by the Masked God:** Once, when fighting Lolth-worshippers (or their minions), you may invoke the Masked God Vhaerun, as a swift action. This grants you the benefit of a displacement spell until the end of your next turn. Cross off once used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APLs 2-6

- ❖ Chime of opening (Adventure; DMG)
- ❖ @Agility armor enhancement (Adventure; MIC)
- ❖ @Anchoring armor enhancement (Adventure; MIC)
- ❖ @Called armor enhancement (Adventure; MIC)
- ❖ @Stamina armor enhancement (Adventure; MIC)

APLs 8-10 (all of APLs 2-6 plus the following)

- ❖ @Freedom armor enhancement (Adventure; MIC)
- ❖ @Greater Agility armor enhancement (Adventure; MIC)
- ❖ @Greater Stamina armor enhancement (Adventure; MIC)
- ❖ @Healing armor enhancement (Adventure; MIC)
- ❖ @Spearblock armor enhancement (Adventure; MIC)

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

- ❖ Monk's belt (Adventure; DMG)
- ❖ @Greater Healing armor enhancement (Adventure; MIC)

TU

Starting TU

I or 2 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

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

GP

FINAL GP TOTAL