

# Living Greyhawk



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed

**URD7-01— In the Face**  
An adventure set in the Duchy 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

☛ **Major Favor with the Nyr Dyv Rhennee:** The character gains regional access to the starred items below. In addition, the favor may be spent to get the Rhennee to bargain for a discount on item the PC has access to. This can be combined with the favors from URD4-05 & URD5-04 and used instead for:

- 1 favor allows a 10% discount on an item up to 5,000 gp.
- 2 favors raise the max value to 10,000 gp.
- 3 favors raises the max value to 20,000 gp.

Used on AR \_\_\_\_

☛ **Debt of \_\_\_\_\_:** The character informed this group of the details of Delcanti's Stone and agreed to tell no one else. It can be used to gain "Friend of" status if such exists for the group (see the Duchy Meta-Organization book). Otherwise it may be spent once to eliminate all enmities and/or disfavors with the group, or used as a normal influence. Used on AR \_\_\_\_

☛ **Karedaiva's Curse:** You have gained the wrath of Vetha Karedaiva. For each night on your next two adventures, she calls upon a fellow Veth to cast a *Nightmare* spell on you (DC 20).

☛ **Delcanti's Stone:** This character stole the stone from Karedaiva. It functions as a Cursed Lodestone (DMG) except that it may only be gotten rid of by returning it to Karedaiva. Doing so requires meeting her in an adventure or an expenditure of a TU. She will only accept it if the PC accepts a Geas to never steal from another Rhennee. Returned on AR \_\_\_\_

☛ **Xene's Blessing:** The Xene has granted you a single chance to see briefly into the future. The character may use the blessing as a swift action before a standard or move equivalent action to determine the immediate results of the action. Show this AR to the judge before rolling the die or otherwise attempting the action. After determining what the result *would* be, you may either do the action with the result as determined or choose to do a completely different action. Used on AR: \_\_\_\_

☛ **Enmity of [] Rogues of Seltaren or [] Ducal Loyalists:** You have refused or not followed through on a mission given.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

### APL 6

- ❖ Mithral Chain Shirt (Adventure, DMG)
- ❖ Necklace of fireballs type 1 (Adventure, DMG)
- ❖ Quall's feather token, anchor (Adventure\*, DMG)
- ❖ Elixir of swimming (Adventure\*, DMG)
- ❖ Quall's feather token, swan boat (Adventure\*, DMG)
- ❖ Adamantine Greatsword (Adventure, DMG)

### APL 8 (all of APL 6 plus the following)

- ❖ Bag of holding type 1 (Adventure, DMG)
- ❖ Quiver of Ehlonna (Adventure, DMG)
- ❖ Gloves of swimming and climbing (Adventure\*, DMG)
- ❖ Gloves of arrow snaring (Adventure\*, DMG)

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

- ❖ Cape of the Mountebank (Adventure, DMG)
- ❖ Staff of fire (Adventure\*, DMG)

### APL 12 (all of APLs 6-10 plus the following)

- ❖ +1 Light fortification mithral chain shirt (Adventure, DMG)
- ❖ +1 Flaming adamantine greatsword (Adventure, DMG)
- ❖ Crystal ball (Adventure\*, DMG 42,000gp)

TU

Starting TU

1 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

Subtotal

+ GP

GP Gained

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

FINAL GP TOTAL