

# 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

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

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

☛ **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@yahoogroups.com](mailto:courtriad@yahoogroups.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.

## 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)

## 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

TU

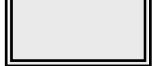
Starting TU

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