

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URC7-06— *Suffer the Little Children* AR1

WITHOUT PLAYING THE OPTIONAL ENCOUNTERS

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

☛ **Favor of the Islanders:** For helping find a cure for the White Plague, the people of Rhyndmere and Rhyndmarsh have given you their eternal gratitude. This counts as one influence point with the people of the Mysty Isles. You have free Standard upkeep for the next adventure that begins or ends in the Mysty Isles. In addition, whenever you need to hire a boat in the Mysty Isles, a fisherman will offer to take you at no cost.

☛ **Thanks of the Church of Procan:** This influence point can be used to gain *water walk* for 1 minute (otherwise it acts like the spell, *caster 5*). Cross off once used.

☛ **Thanks of the Church of Xerbo:** This influence point can be used to buy one of the following items: amulet of *aquatic salvation*, boots of *swift passage*, *corsair's eye patch* and *water cloak* (all MIC) or *pearl of the sirines* (DMG). Cross off once used. Members of the church of Xerbo gain regional access to these items (for crafting and purchase) and retain the influence point earned.

☛ **Thanks of Lady Sara Sternberg:** The ruler of the Mysty Isles is thankful. This counts as an influence point with House Gellor.

☛ **Blessing of the Chalice:** can ONLY be activated once, as a standard action, by saying: "In Procan's name". Cross off once used. Check which effect was chosen. If you possess, or gain, any enmity linked to Procan, this favor is immediately voided.

☐ One time only, you can transform a cup of fresh or salt water into a *potion of cure light wounds*. This is a standard action that does not provoke an attack of opportunity. The potion reverts to water at the END of your next turn unless drunk first. One time only, you can grant a +4 sacred bonus to the *caster level* of anyone trying to cast *remove curse* on you. OR ☐ One time only, you can grant a +4 sacred bonus to the *caster level* of anyone casting *cure disease* on you. OR ☐ One time only, you may ignore fatigue incurred by swimming.

☛ **Memory of the Strange Painting:** "The most curious painting shows three men forming the points of a triangle. At the apex is a man wearing a crown, in the lower right a man holding a chalice, and in the lower left a man wielding a trident. Bright blue lines connect the three men, and surround an image in the center, which appears to have been scratched out. The central image was greenish-blue, but that's about all you can make of it. The lines appear to be containing whatever the image was in the center"

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APLs 2-4

- ❖ Bag of holding, type I (Adventure, DMG)
- ❖ Bag of holding, type II (Adventure, DMG)
- ❖ Bag of holding, type III (Adventure, DMG)
- ❖ Darkha (regional; LGJ2, 4gp)
- ❖ Mithral chain shirt (Adventure; DMG)

APLs 6-12 (all of APLs 2-4 plus the following)

- ❖ +1 *shocking darkha* (Adventure, DMG & LGJ2, 8,304gp)
- ❖ *Sharkskin armor* (Adventure, Sto)

TU

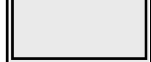
Starting TU

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 1/2 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



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed

URC7-06—Suffer the Little Children AR2

A one-round regional adventure set in the County of Urnst
BY PLAYING THE OPTIONAL ENCOUNTERS,
gains the awards indicated below in addition to those gained on AR1



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

NA

Adventure Record#

597 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

The following XP
and GP marked
here are in
addition to those
earned on AR 1

APL 8

Max 562 XP; 650 gp

APL 10

max 650 XP; 1,125 gp

APL 12

max 787 XP; 1,650 gp

• **Additional TU Cost:** By choosing to play the optional encounters, the PC spent extra time adventuring this adventure. Please ensure County PCs deduct 1 extra TU and non-County PCs deduct 2 extra TUs, and calculate additional costs, rewards, and totals as necessary.

• **Military armory:** Once only, you may choose to upgrade one of your weapons with one of the following weapon abilities: *blessed*, *divine wrath*, *paralyzing*, *shattermantle*, *warning* (all MIC) or *merciful* (DMG). Cross off once used.

• **Bounty Collected!** For having defeated Gregor, the County authorities are thankful. You may exchange this favor in the following fashion.

- ☐ Cover the gold cost for any County meta-org for one year.
- ☐ Use as one influence point with any faction in the County
- ☐ Gain the Great Renown modifier for the Leadership feat (but only for County-born cohorts)

• **Meta-org access:** Members of the County Military and Knights of the County are considered to have access: Regional to the upgrades in the Military armory, above.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

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

- ❖ +1 frost darkha (Adventure; DMG & LGJ, 8,304gp)
- ❖ +2 slick mithral chain shirt (Adventure; DMG; 8,850gp)
- ❖ Ring of swimming (Adventure, DMG)

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

- ❖ +1 frost halflingbane darkha (Adventure, DMG & LGJ2, 18,304)
- ❖ +3 slick mithral chain shirt (Adventure; DMG; 13,850 gp)

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

- ❖ +1 elfbane frost halflingbane darkha (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

NA

TU Cost

1 or 2 TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL