This Record Certifies that

Character Name — Classes and Levels

Player Name — RPGA #

Has Completed

CGR7-01:4 Soiled Souls

A Greyhawk Ruins Core adventure
Set in the Domain of Greyhawk

Play Notes:

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

_____

_____

Home Region_____

Adventure Record#

597 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 XP; 450 gp

Event: _____ **Date:**_____

DM:_____
Signature — RPGA #

☛**Favor of the Constables**: The Constables have taken note of the services you have rendered the city. You may use this favor only once, choosing to spend it in one of three ways:

- **Forgiveness**: The Constables arrange to lose all information about one crime that would get you the Arrested! AR item. Spend this favor to try and ignore that AR item. If it does fail, this favor is spent, as some tough as nails constable stops this corruption from taking place.
- **Assistance**: The Constables assist you in discovering information about something in the city. Spend this AR item to make any skill checks needed to deal with the Constables or City Watch in all encounters in one adventure set in the City of Greyhawk.
- **Influence**: The Constables make it clear they support you. Spend this favor to cancel one disfavor or retain one other AR item when it would otherwise be used up.

☛**Soiled**: Something that happened when you were captured continues to affect you. You have a -2 penalty to all saves against spells or effects from the school of necromancy. In addition, whenever you take damage from the natural weapon of an undead you take an additional 1d6 points of damage. No spell can detect what is causing this or stop the effect. The cure will appear in a future "Greyhawk Ruins" adventure (hopefully).

☛**Affiliation Score Gained/Lost:** This PC has Gained/Lost #_____ points with the _____ Greyhawk affiliation. If multiple allegiance, add extra in notes section.

TU — Starting TU

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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 2

- ❖ *Wand of cure light wounds* (10 charges) (Adventure; 150 gp; DMG)
- ❖ *Talisman of the disk* (Adventure; 500 gp, *Magic Item Compendium*)
- ❖ *Magic bedroll* (Adventure; 500 gp, *Magic Item Compendium*)
- ❖ *Tanglepatch* (Adventure; 200 gp, *Magic Item Compendium*)

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 Item _____

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