This Record Certifies that

_____
Played

by_____
Player   _RPGA #_

Has Completed
INT7-01 Ambition's Folly
An Adapted Adventure
Set in Greyhawk City

Play Notes:
- ☐ _Gained a level_
- ☐ _Lost a level_
- ☐ _Ability Drained_
  _____
- ☐ _Died_
- ☐ _Was raised/res'd_
- ☐ _Was reincarnated_
  _____
  _____
  Home Region _____

Event: _____ **Date:** _____
DM:_____
        Signature   _RPGA #_

597 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

Adventure Record#

APL 2
max 360 xp; 450 gp

Arrested! You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay 225 gp to avoid imprisonment.

Special License: You made a deal with Naax and he has given you a special adventuring and weapon license to be used in the City of Greyhawk. It allows you to carry up to 2 weapons that normally would be disallowed within the city walls. The license gets funny looks from the Greyhawk Militia, but it always seems to work.

Decoded Letters: The strange letters that you carried around seem to be some sort of guide on a ritual with demons. Whether that is to summon them or to banish them is the mystery. If you possess these letters and research them for 1 minute you gain a +2 circumstance bonus to any Knowledge check dealing with demons.

TU	_Starting TU_
1 or 2 TU	_TU Cost_
- TU	_Added TU Costs_
	TU REMAINING

ITEMS FOUND DURING THE ADVENTURE
Cross off all items **NOT** found

APL 2:
- ❖ _+1 chain shirt of agility_ (Any; _Magic Item Compendium_; 1,750 gp)
- ❖ _Bracers of arcane freedom_ (Any; _Magic Item Compendium_; 2,300 gp)
- ❖ _Watch lamp_ (Any; _Magic Item Compendium_; 500 gp)
- ❖ _Boots of landing_ (Any; _Magic Item Compendium_; 500 gp)
- ❖ _Cloak of weaponry_ (Any; _Magic Item Compendium_; 2,300 gp)
- ❖ _Scroll of magic missile (5th level)_ (Any; _Magic Item Compendium_; 125 gp)

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

XP	_Starting XP_
- XP	_XP lost or spent_
XP	_Subtotal_
+ XP	_XP Gained_
XP	_FINAL XP TOTAL_

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_