



Play Notes:

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

Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

This Record Certifies that

Played

by

Player

RPGA #

Has Completed

Home Region

**An Introductory Regional Adventure
Set in Perrenland**

Event:

Date:

DM:

Signature

RPGA #

APL 2

max 450 xp; 450 gp

This area of the Adventure Record is used for new rules items such as new magic items, spells, or feats.

As an introductory scenario, this event contains no new rules items.

This event can only be played by 1st level characters.

TU

Starting 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

This area is typically used to list items from the DMG that are now available for purchase as a result of the adventure. As an introductory scenario, this adventure does not contain any such items. However, the following items are available for purchase after any LIVING GREYHAWK event:

- ❖ All items from the PH, tables 7-3, 7-5, 7-6, and 7-8 with the exception of spells
- ❖ Cold iron or silver PH weapons as per the DMG, page 284
- ❖ Any +1 weapon or armor of a type listed in the PHB (this includes upgrades of existing masterwork items)
- ❖ Any potion from the DMG table 7-17 valued at 750 gp or under
- ❖ Any scroll from the DMG tables 7-23 and 7-24 valued at 750 gp or under
- ❖ Ring of protection +1
- ❖ Amulet of natural armor +1
- ❖ Bracers of armor +1
- ❖ Cloak of resistance +1
- ❖ Amulet of health +2
- ❖ Cloak of Charisma +2
- ❖ Gauntlets of ogre power
- ❖ Gloves of Dexterity +2
- ❖ Headband of intellect +2
- ❖ Periapt of Wisdom +2

More detailed information can be found in the LIVING GREYHAWK Campaign Sourcebook (LGCS) in Chapter 4. You must have campaign documentation to purchase items not found on the above list. Adventure Records are the most common form of documentation.

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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value