



This Record Certifies that

Played by _____
Player _____ RPGA # _____
Has Completed



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

Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

An Introductory Scenario
Set in Geoff

Event: _____ Date: _____
DM: _____
Signature _____ RPGA # _____

APL 2
max 450 xp; 400 gp

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

This area of the Adventure Record is used to detail new rules items such as new magic items, spells, or feats. It is also used to detail special effects the character might earn such as curses, influence, favors, access, or debts.

As an Introductory Scenario, this section contains no such items or effects.

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

This area is typically used to list items from the DMG or from the area above that have been found in the scenario and are now available for purchase as a result of playing the scenario. As an Introductory Scenario, this event does not list any such items. However, the following items are available for purchase after any LIVING GREYHAWK event once the character has participated in at least one LIVING GREYHAWK scenario (like the one you just finished):

- ❖ Anything in the PH from tables 7-3, 7-4, 7-5, 7-7, 7-8, or 7-9 (excluding NPC spellcasting).
- ❖ Any potion from the DMG table 8-18 with a market price of 500 gp or less.
- ❖ Any scroll from the DMG table 8-24 or 8-25 with a market price of 500 gp or less.
- ❖ Any +1 weapon of a type listed on table 7-4 in the PH.
- ❖ Any +1 armor or shield of a type listed on table 7-5 in the PH.
- ❖ The following items from the DMG: ring of protection +1, amulet of natural armor +1, bracers of armor +1, and cloak of resistance +1.

You must have campaign documentation to purchase items not found on the above list. Adventure Records are the most common form of campaign documentation for this purpose.

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

Items Sold table with columns for item name, quantity, and value.

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Items Bought table with columns for item name, quantity, and value.

Total Cost of Bought Items

Subtract this value from your gp value