Living Greyhawk

This Record Certifies that

_____

Played by _____
Player *RPGA #*

Has Completed
Pilgrimage
An Introductory Scenario
Set in Gran March

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#

593 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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.

☛ Influence Point with the Church of Pholtus
For successfully getting Belgrum to the Halls of Purity in Hookhill, you have received the notice of the Church of Pholtus. Contact the Gran March Triad for additional information.

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

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