Living Greyhawk

This Record Certifies that

_____

Played by_____
Player *RPGA #*

Has Completed
The Militia Games
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*_____

Adventure Record#

593 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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

APL 2
max 450 xp; 400 gp

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 Captain Watcher Dragus of the Company of Red Dragons*
This favorable influence may be used to satisfy the invitation requirement for joining the Red Dragons. PCs that pursue squiring for the Knights of the Watch should also note a favorable influence with Watcher Dragus.

☛ *Defeated a Brother in Chaos*
The PC has defeated _____, a Brother in Chaos in single combat, and can join that militia group as soon as all other requirements are met (fees, etc.).

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

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 other campaign sourcebooks) 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.

You must have campaign documentation to purchase items not on the general availability list in the LGCS. 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