



This Record Certifies that

Played by _____
Player RPGA #

Has Completed
The Stone Strider
An Introductory Adventure
Set in The Principality of Naerie

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)

Home Region _____

Event: _____ Date: _____

DM: _____

Signature

RPGA #

APL 2

max 450 XP; 400 gp

Favour of Breddol the Learned: Breddol is grateful for the service rendered by the character. To show his further appreciation, Breddol offers to perform a Knowledge (history) check for the character whenever needed. In game terms this assumes a DC 31 Knowledge (history) check and is a one-time favour redeemable in Naerie City or in any scenario where Breddol is encountered.

Score through when used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

This area is typically used to list items from the DUNGEON MASTER'S GUIDE that are now available for purchase as a result of the adventure. As an Introductory Adventure, this event does not contain any such items. However, the following items are available for purchase after any LIVING GREYHAWK Event.

- ❖ All items from the Player's Handbook, tables 7-3, 7-4, 7-5, 7-7, 7-8, and 7-9 with the exception of spells.
- ❖ Any +1 weapon or armor of a type listed in the Player's Handbook.
- ❖ Any potion from the DUNGEON MASTER'S GUIDE table 8-18 valued at 500 gp or under.
- ❖ Any scroll from the DUNGEON MASTER'S GUIDE tables 8-24 and 8-25 valued at 500 gp or under.
- ❖ +1 Ring of Protection (DUNGEON MASTER'S GUIDE).
- ❖ +1 Amulet of Natural Armour (DUNGEON MASTER'S GUIDE).
- ❖ +1 Bracers of Armour (DUNGEON MASTER'S GUIDE).
- ❖ +1 Cloak of Resistance (DUNGEON MASTER'S GUIDE).

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

TU

Starting TU

1 OF 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

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

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