Living Greyhawk

This Record Certifies that

_____

Played by _____
Player RPGA #

Has Completed

ONW105-01 *Battle for Vandrell*

Set in The Free State of Onnwal

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

_____

_____

Home Region _____

Adventure Record#

595 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450xp; 450gp

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

TU
Starting TU

1 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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

As an introductionary scenario the following items are available for purchase:

- All items from the *Player's Handbook*, tables 7-3, 7-5, 7-6, 7-8, and 7-9 with the exception of spells.
- Any potion or oil from the *Dungeon Master's Guide* table 7-17 valued at 500 gp or under.
- Any scroll from the *Dungeon Master's Guide* tables 7-23 and 7-24 valued at 500 gp or under.
- Any +1 weapon or armor of a type listed in the *Player's Handbook*.
- You may upgrade any standard Masterwork Weapon, Armor, or Shield into a +1 version of that item. You do this by paying the difference between the masterwork market value and the +1 market value. You may only upgrade an item into a +1 item that you have access to purchase. Refer to Chapter 7 in the *Living Greyhawk Campaign Sourcebook* for more information.
- You may add alchemical silver to an existing steel weapon per the rules in the *Dungeon Master's Guide* page 284.
- You may purchase a normal, masterwork, or +1 weapon of a type listed on table 7-5: Weapons in the *Player's Handbook* made of cold iron per the cost listed in the *Dungeon Master's Guide*, page 284.
- +1 ring of protection
- +1 amulet of natural armor
- +1 bracers of armor
- +1 cloak of resistance

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