



Play Notes:

- Gained a level
- Lost a level
- Ability Drained
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
 (CIRCLE ONE)

This Record Certifies that

Played by _____
 Player _____ RPGA # _____

Has Completed

Home Region _____

An Introductory Adventure
 Set in the Kingdom of Sunndi

Event: _____ Date: _____

DM: _____
 Signature _____ RPGA # _____

APL 2

max 450 XP; 450 gp

This event can only be played by 1st level characters

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 Introductory 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 of 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 costs listed in the *Dungeon Master's Guide*, page 284.
- ❖ +1 Ring of Protection
- ❖ +1 Amulet of Natural Armour
- ❖ +1 Bracers of Armour
- ❖ +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

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

| | |
|--|--|
| | |
| | |
| | |
| | |
| | |

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