

# Living Greyhawk



This Record Certifies that

Played

by

Player

RPGA #

**Has Completed**  
 KETI3-02 Choices  
**An Introductory Scenario**  
**Set in Ket**

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

**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)

**APL 2**

max 450 xp; 400 gp

Home Region \_\_\_\_\_

This area of the Adventure Record is used for new rules items such as new magic items, spells, feats, or other favors.

As an introductory scenario, this event contains no new Rules Items.

This event can only be played by 1st level characters

TU

Starting TU

I 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 that are now available for purchase as a result of the adventure. As an Introductory Scenario, 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 PHB, 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 PHB
- ❖ Any potion from the DMG table 8-18 valued at 500gp or under
- ❖ Any scroll from the DMG tables 8-24 and 8-25 valued at 500gp or under
- ❖ +1 Ring of Protection
- ❖ +1 Amulet of Natural Armor
- ❖ +1 Bracers of Armor
- ❖ +1 Cloak of Resistance

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

**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 Item** \_\_\_\_\_

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