



This Record Certifies that



Play Notes:

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

Adventure Record#

597 CY

ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
CGR7-02:1 Into the Silent Barracks
A Greyhawk Ruins Core adventure
Set in the Domain of Greyhawk

Home Region _____

Event: _____ Date: _____

DM: _____
 Signature _____ RPGA # _____

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

• **Thanks of Family Gamboral:** In thanks for returning the body of his beloved daughter, Etressa, her father offers to lend you one of his magic items for use during a single Greyhawk Ruins adventure. For one adventure (that is one AR) you may borrow either an *eternal wand of protection from evil* (CL 1; MIC 159) or a *ring of brief blessing* (MIC 122). You must return this item at the end of the adventure.

• **Clear the Halls:** You have cleared the first part of the Silent Halls and have discovered several passageways and doors leading deeper into the dungeon. While doing so you have gained an affinity – or perhaps minor connection – with the place. Thus, while in the Silent Halls when you make a Knowledge check to identify a monster, or a Survival or Search check you can immediately reroll the check, taking the higher of the two totals as your result. You can do this three times.

□□□

TU

Starting TU

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

APL 2

- ❖ Silversheen (Any; DMG)
- ❖ Potion of vision (Any; DMG)
- ❖ Hand of the mage (Adventure; DMG)
- ❖ Empowered spellshard (magic missile) (Core; Magic Item Compendium; 1,500 gp)
- ❖ Empowered spellshard (cure moderate wounds) (Core; Magic Item Compendium; 3,000 gp)

APL 4 (all of APL 2 plus the following)

- ❖ Ring of sustenance (Core; DMG)
- ❖ Universal solvent (Core; DMG)
- ❖ Horn of fog (Adventure; DMG)

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