



This Record Certifies that

Played by _____
Player _____ RPGA # _____
Has Completed

An Introductory Scenario Set in Geoff



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 xp; 400 gp

This event can
only be played
by 1st level
characters.

This area of the Adventure Record is used to detail new rules items such as new magic items, spells, or feats. It is also used to detail special effects the character might earn such as curses, influence, favors, access, or debts.

As an Introductory Scenario, this section contains no such items or effects.

TU
Starting TU
1 OR 2 TU
TU Cost
- TU
Added TU Costs
TU REMAINING

XP
Starting XP
- XP
XP lost or spent
Subtotal
+ XP
XP Gained
XP
FINAL XP TOTAL

This area is typically used to list items from the *DMG* or from the area above that have been found in the scenario and are now available for purchase as a result of playing the scenario. As an Introductory Scenario, this event does not list any such items. However, the following items are available for purchase after any LIVING GREYHAWK event once the character has participated in at least one LIVING GREYHAWK scenario (like the one you just finished):

- ❖ Anything in the *PH* from tables 7-3, 7-4, 7-5, 7-7, 7-8, or 7-9 (excluding NPC spellcasting).
- ❖ Any potion from the *DMG* table 8-18 with a market price of 500 gp or less.
- ❖ Any scroll from the *DMG* table 8-24 or 8-25 with a market price of 500 gp or less.
- ❖ Any +1 weapon of a type listed on table 7-4 in the *PH*.
- ❖ Any +1 armor or shield of a type listed on table 7-5 in the *PH*.
- ❖ The following items from the *DMG*: ring of protection +1, amulet of natural armor +1, bracers of armor +1, and cloak of resistance +1.

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

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
Subtotal
+ GP
GP Gained
Subtotal
+ GP
GP Gained
Subtotal
- GP
GP Spent
GP
FINAL GP TOTAL