



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed

ADP8-03:2 Expedition to the Ruins of Greyhawk
A Core Adventure
Set in the Domain of Greyhawk



Play Notes:

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

Home Region

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 10

max 4,050 XP; 6,900 gp

Zagig's Key: You possess Zagig's Key, which enables you to continue your exploration of the dungeons below Castle Greyhawk.

Notice of the Archmage: You have met the archmage Mordenkainen. Such a powerful individual has many interests, allies, and enemies in the Flanaess. Who know what future schemes of his you might be wittingly or unwittingly drawn into...

Iquoyan's Boon: You have bested three of Zuoken's finest in ritual combat. As a mark of your prowess, Iquoyan gifts you with a fist-sized ruby that marks you to followers of Zouken as an honourable and skilled fighter. The ruby grants you a +4 circumstance bonus to all Charisma-based checks made against followers of Zouken. You cannot sell it.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 10

- ❖ +2 thundering greatclub (Adventure; DMG)
- ❖ Ring of invisibility (Core; DMG)
- ❖ Ring of force shield (Core; DMG)
- ❖ Wand of fox's cunning (Any; DMG)
- ❖ Figurine of wondrous power (silver raven) (Any; DMG)
- ❖ Sovereign glue (Core; DMG)
- ❖ Scroll of harm (Any; DMG)
- ❖ Boots of striding and springing (Core; DMG)

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

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