



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
CGR7-01:1 Death in the Free City
A Greyhawk Ruins 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#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 2

max 450 XP; 450 gp

☛ **Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to half the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

☛ **Korenth's Research:** You have recovered and copied Korenth's research papers. They might be of use in the future.

☛ **Ire of the Bandits:** You have stopped several important bandits leaders from preying on the merchants and travelers of the Domain. Other bandits have taken note of your prowess and will seek to revenge themselves against you. In future, if you encounter bandits in either a "Greyhawk Ruins" adventure or in the adapted version of *Expedition to the Ruins of Greyhawk* they will attack you first and who you no mercy.

TU

Starting TU

TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of magic missiles (10 charges) (Core; DMG; 150 gp)
- ❖ Wand of read magic (10 charges) (Core; DMG; 75 gp)
- ❖ Pearl of power (1st-level) (Any; DMG)
- ❖ Wand of magic weapon (3 charges) (Any; DMG; 45 gp)
- ❖ Safewing emblem (Core; Magic Item Compendium; 250 gp)
- ❖ Amulet of toxin delay (Adventure; Magic Item Compendium; 400 gp)
- ❖ Stench stone (Core; Magic Item Compendium; 300 gp)

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

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL