Living Greyhawk™

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