



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
CGR8-01:1 Negative Feedback
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

APL 6
max 900 XP; 900 gp

Silver Holy Symbol of Wee Jas: You took this silver holy symbol from a demon found lurking in the dungeons below the War Tower.

Golden Holy Symbol of Wee Jas: You wrested this symbol from a depraved follower of the demon lord Orcus.

Thanks of the Stern Lady: The followers of the Stern Lady have learnt of your exploits below the War Tower and are grateful to you for cleansing one of their old holy places of the taint infesting it. In gratitude, they provide you access to the items marked ^{wj} below.

Fermented Acid: You found a flask of concentrated acid deep below the War Tower and the alchemists of the free city have managed to unlock the secrets of its creation. Treat this acid in all regards as normal acid (PH 128) except that it does 2d6 points of acid damage on a direct hit and splashed everyone within 5 ft. for 2 points of acid damage.

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

- ❖ Fermented acid (Adventure; 100 gp per flask)
- ❖ Blessed bandage^{wj} (Core; Magic Item Compendium)
- ❖ Greater skill shard^{wj} (Core; Magic Item Compendium)
- ❖ Potion of lesser vigor^{wj} (Core; Spell Compendium)

APL 4 (all of APL 2 plus the following)

- ❖ Eternal wand of shield^{wj} (Core; Magic Item Compendium)
- ❖ Phylactery of faithfulness^{wj} (Core; DMG)
- ❖ Lens of revelation^{wj} (Core; Magic Item Compendium)

APL 6 (all of APL 2-4 plus the following)

- ❖ Elemental gem^{wj} (Core; DMG)
- ❖ Spellsink scarab^{wj} (Core; Magic Item Compendium)
- ❖ Infinite scrollcase^{wj} (Core; Magic Item Compendium)

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