

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
CGR7-03: Convert and Die
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)

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

Event: _____ Date: _____

DM: _____
 Signature _____ RPGA # _____

Blackstone Family Ring: This heavy, gold ring bears the sigil – a pyramid with the hammer of Moradin floating inside – of the Blackstone Family upon it. It may be useful during your exploration of the ruins below the War Tower.

Touch of Undeath: You have battled the undead and been victorious. The forces of good have recognized your valor and grant you a boon. The next time you must make a saving throw against the paralysis affect of either a ghost or ghoul you automatically succeed and ignore the affect. Cross off this AR item when used.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

- APL 2**
- ❖ Scroll of know vulnerabilities (Core; Spell Compendium)
 - ❖ +1 mithral shirt (adventure)
 - ❖ Ring of brief blessing (Core; Magic Item Compendium)
 - ❖ Potion of inflict light wounds (Adventure; DMG)

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