



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**  
**CGR7-02:4 Blackstone Crypt**  
**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

**Adamantine Holy Symbol:** This holy symbol of Moradin – shaped to resemble a hammer and anvil – is crafted from adamantite and worth 240 gp. To own this item you must purchase it and you are considered to have Open access to it. Note below when you purchased it.

**Purchase AR:**

**Ornate Key:** You have found an ornate key in the dungeons below the War Tower that opens a door atop a spiral staircase. The staircase leads deeper into the dungeons. Local lore has it that this staircase leads to the Crypts of the Forgotten, the next level of the dungeons below the War Tower.

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

- ❖ *Potion of repair light damage* (Adventure; *Spell Compendium*)
- ❖ *Crystal of illumination (lesser)* (Core; *Magic Item Compendium*)
- ❖ *Crystal of life drinking (least)* (Core; *Magic Item Compendium*) (Core; *Magic Item Compendium*)
- ❖ *Crystal of return (least)* (Core; *Magic Item Compendium*)
- ❖ *Crystal of security (least)* (Core; *Magic Item Compendium*)
- ❖ *Armband of elusive action* (Core; *Magic Item Compendium*)
- ❖ *Brute gauntlets* (Core; *Magic Item Compendium*)

APL 4 (all of APL 2 plus the following)

- ❖ *Potion of repair moderate damage* (Adventure; *Spell Compendium*)
- ❖ *Anklet of translocation* (Core; *Magic Item Compendium*)
- ❖ *Lightning gauntlets* (Core; *Magic Item Compendium*)

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

GP

Starting GP

- GP

GP Spent

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

+ GP

GP Gained

GP

Subtotal

- GP

GP Spent

GP

Subtotal

GP

FINAL GP TOTAL

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

XP

Starting XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL