



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
CGR8-01:2 Forsaken Halls
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

APL 4
max 675 XP; 650 gp

APL 6
max 900 XP; 900 gp

Tomb Tainted: You have been injured while fighting a tomb spider, a tomb spider broodswarm, or a web mummy. The next time you are struck by an *inflict* spell you are healed for the amount of damage that you would normally have suffered. As normal, you must make a Will save against the spell. If you succeed on your saving throw, you only heal half the listed damage. This ability activates only once; score through once used.

Inevitable Strike: You have fought and defeated creatures that harvest organs from their slain foes for their own depraved uses. The next time you threaten a critical you do not need to roll to confirm - the strike is automatically successful. Threatening a critical against creatures immune to critical hits does not activate this power. This ability activates only once; score through once used.

Fearless: You have destroyed a graveyard ooze and have learnt how to master terror. The next time a spell, magic item, or creature affects you with fear you may attempt the saving throw to resist the affect twice. This ability activates only once; score through once used.

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**
- ❖ Elixir of truth (Any; DMG)
 - ❖ Boots of agile landing (Core; Magic Item Compendium)
 - ❖ Ring of brief blessing (Core; Magic Item Compendium)
 - ❖ Ring of four winds (Core; Magic Item Compendium)

APL 4 (all of APL 2 plus the following)

- ❖ Salve of slipperiness (Any; DMG)
- ❖ Brawler's gauntlets (Core; Magic Item Compendium)

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

- ❖ Headband of conscious effort (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 _____

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item _____

Subtract this value from your gp value