Living Greyhawk

This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed
Hool Goes There
An Introductory Scenario Set in Keoland

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____
Home Region_____

Event: _____ **Date:** _____
DM: _____
Signature RPGA #

Adventure Record#

594 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 438 gp

This event can only be played by 1st level characters.

This area of the Adventure Record is used to detail new rules items such as new magic items, spells, or feats. It is also used to detail special effects the character might earn such as curses, influence, favors, access, or debts.

Cross out game effects this character does not gain.

☛ *Token of the Marshgrove Tribe*
For revealing the information you discovered about Sakatha's Tomb to Rassshssk, the druid provided you with a stone token. When dealing with the Marshgrove lizardfolk tribe, this PC may exchange this token (mark this entry as used when this occurs) for a +1 circumstance bonus to any single Charisma-based skill check (except Intimidate checks).

☛ *Favorable Notice of Viscount Richart Jorgos*
The PC has come to the favorable attention of the Viscount of the County of Nume Eor. How this will affect the PC in the future remains to be seen.

TU	Starting TU
1 or 2 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

This area is typically used to list items from the DMG or from the area above that have been found in the scenario and are now available for purchase as a result of playing the scenario. As an introductory scenario, this event does not list any such items.

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 Items
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