



This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
*Escape from Waldon Mountain*  
**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#

**593 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 2**

max 450 xp; 214 gp

This event can only be played by 1<sup>st</sup> 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 anything that the PC did not receive:

*Y'all Come Back Now, Ya Hear?*

You enjoy the hospitality of the Waldon family and can drop by for a home cooked meal ... even if Grandma Waldon keeps staring at you the whole time. In game terms, you may choose to accept a free Standard lifestyle the next time you play an adventure that takes place, wholly or in part, within the County of Flen in Keoland. This item is then voided at the end of the adventure during which it was used.

*Favorable Notice of the Darkwatch*

Your cooperation with the Knights of the Malagari has not gone unnoticed. The next time you interact with a member of the Darkwatch, you suffer a +1 circumstance bonus to all Cha-based checks involving this group, except Intimidate. This item is then voided at the end of the adventure during which the modifier came into play.

*Unfavorable Notice of the Darkwatch*

Your disposition towards the Knights of the Malagari has not gone unnoticed. The next time you interact with a member of the Darkwatch, you suffer a -1 circumstance penalty to all Cha-based checks involving this group. This item is then voided at the end of the adventure during which the modifier came into play.

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. However, the following items are available for purchase after any LIVING GREYHAWK event once the character has participated in at least one LIVING GREYHAWK scenario (like the one you just finished):

- ❖ Anything in the *PH* from tables 7-3, 7-4, 7-5, 7-7, 7-8, or 7-9 (excluding NPC spellcasting).
- ❖ Any potion from the *DMG* table 8-18 with a market price of 500 gp or less.
- ❖ Any scroll from the *DMG* table 8-24 or 8-25 with a market price of 500 gp or less.
- ❖ Any +1 weapon of a type listed on table 7-4 in the *PH*.
- ❖ Any +1 armor or shield of a type listed on table 7-5 in the *PH*.
- ❖ The following items from the *DMG*: ring of protection +1, amulet of natural armor +1, bracers of armor +1, and cloak of resistance +1.

You must have campaign documentation to purchase items not found on the above list. Adventure Records are the most common form of campaign documentation for this purpose.

**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

FINAL GP TOTAL

**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