



This Record Certifies that

Played

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

Has Completed  
Teeth of the Storm  
An Introductory Scenario  
Set in the Viscount of Verbobonc

Play Notes:

- Gained a level
- Lost a level
- Ability Drained \_\_\_\_\_
- Died
- Was raised/res'd
- Was reincarnated

Home Region \_\_\_\_\_

Adventure Record#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #

APL 2  
max 450 xp; 400 gp

This area of the Adventure Record is used for new rules items such as new magic items, spells, feats, or other favors.

As an introductory scenario, this event contains no new Rules Items.

☛ For saving Lady Asbury's life, the characters earn one Influence Point with House Asbury

☛ For delivering Lord Kosak Chondell's son to his final rest, the characters earn one Influence Point with House Chondell.

This event can only be played by 1st level characters

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

This area is typically used to list items from the DMG that are now available for purchase as a result of the adventure. As an Introductory Scenario, this event does not contain any such items. However, the following items are available for purchase after any LIVING GREYHAWK Event.

- ❖ All items from the PHB, tables 7-3, 7-4, 7-5, 7-7, 7-8, and 7-9 with the exception of spells
- ❖ Any +1 weapon or armor of a type listed in the PHB
- ❖ Any potion from the DMG table 8-18 valued at 500gp or under
- ❖ Any scroll from the DMG tables 8-24 and 8-25 valued at 500gp or under
- ❖ +1 Ring of Protection
- ❖ +1 Amulet of Natural Armor
- ❖ +1 Bracers of Armor
- ❖ +1 Cloak of Resistance

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

TU

Starting TU

1 OF 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

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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value