



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_



### 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)

**APL 2**

max 1,125 xp; 1,125 gp,

**ADP7-02 – Scourge of the Howling Horde**  
**A Core Adventure**  
**Set in the Domain of Greyhawk**

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

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

☛ **Gratitude of a Guard officer:** By calling upon your contacts with the Guard in Greyhawk City you can either gain a permit for an exotic animal for free or acquire a permit to carry bows, crossbows and reach weapons within Greyhawk City.

The favor can be used 5 times before it becomes void. If you ever commit a crime while using this favor, the punishment is doubled and the favor is made void immediately.

Mark off when used: [ ] [ ] [ ] [ ] [ ] [ ]

☛ **Gift from Sten Goodseller:** As reward for your aid Sten offered items from his shop of up to 100 gp in value selected from the mundane item or alchemical item lists. Note down any items still left at the end of the adventure, you can keep these:

_____	_____
_____	_____
_____	_____

☛ **Urtarr's Deal:** You have made a deal with Urtarr and gain access to the spells from her spellbook, including *ray of flame* and *slide* both from the *Spell Compendium*. You still need to pay to scribe the spell in your spellbook or have a spell slot available to learn the spell.

☛ **Urtarr's Spellbook:** *burning hands*, *color spray*, *magic missile*, *ray of flame* (*Spell Compendium*) and *slide* (*Spell Compendium*); Cost 250 gp.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 2**

- ❖ Urtarr's Spellbook (Adventure; see above)
- ❖ Wand of cure light wounds (20 charges) (Adventure; 300 gp; DMG)
- ❖ Wand of longstrider (25 charges) (Adventure; 375 gp; DMG)
- ❖ Wand of magic missile (10 charges) (Adventure; CL 1<sup>st</sup>; 150 gp; DMG)

### 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

**TU**

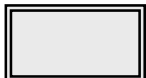
Starting TU

**5 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