



This Record Certifies that

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

Has Completed  
*INT7-03 A Dead Man's Job*  
A Core Introduction Adventure  
Set in Greyhawk City



Play Notes:

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

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



597 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

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

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

APL 2

max 390 xp; 450  
gp

**Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

**Protection of Aramis:** While in Greyhawk City if you run afoul of the militia or Greyhawk Thieves Guild, Aramis will pull some strings to get you out of trouble. For example if you are arrested then Aramis will negotiate for your immediate release and you pay no TU cost. This is a one time favor.

**Protection of Humanchi:** While in Greyhawk City if you run afoul of the militia or Greyhawk Thieves Guild, Humanchi will pull some strings to get you out of trouble. For example if you are arrested then Humanchi will negotiate for your immediate release and you pay no TU cost. This is a one time favor.

**Collection of Items:** You have kept all the items found in the cult of Erythnul's lair. Some of the items are revolting to look at while others are some of the most beautiful items you have ever seen. Regardless you know that two men want what you have and will be willing to pay anything to get it.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ *Crystal of return, lesser* (Any; *Magic Item Compendium*; 1,000 gp)
- ❖ *Heward's handy haversack* (Any; *DMG*; 2,500 gp)
- ❖ *Ring of floating* (Any; *Magic Item Compendium*; 2,000 gp)

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 Item

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