



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

An Introductory Adventure
Set in the Kingdom of Sunndi



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#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp

This event can only
be played by 1st level
characters

Large empty box for notes or drawing.

TU

Starting TU

1 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

As an Introductory scenario, the following items are available for purchase.

- ❖ All items from the *Player's Handbook*, tables 7-3, 7-5, 7-6, 7-8, and 7-9 with the exception of spells.
- ❖ Any potion or oil from the *Dungeon Master's Guide* table 7-17 valued at 500 gp or under.
- ❖ Any scroll from the *Dungeon Master's Guide* tables 7-23 and 7-24 valued at 500 gp or under.
- ❖ Any +1 weapon or armor of a type listed in the *Player's Handbook*.
- ❖ You may upgrade any standard Masterwork Weapon, Armor or Shield into a +1 version of that item. You do this by paying the difference between the masterwork market value and the +1 market value. You may only upgrade an item into a +1 item that you have access to purchase. Refer to Chapter 7 of the *Living Greyhawk Campaign Sourcebook* for more information.
- ❖ You may add alchemical silver to an existing steel weapon per the rules in the *Dungeon Master's Guide*, page 284
- ❖ You may purchase a normal, masterwork, or +1 weapon of a type listed on Table 7-5: Weapons in the *Player's Handbook* made of cold iron per the costs listed in the *Dungeon Master's Guide*, page 284.
- ❖ +1 Ring of Protection
- ❖ +1 Amulet of Natural Armour
- ❖ +1 Bracers of Armour
- ❖ +1 Cloak of Resistance

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