



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
The Stone Strider
An Introductory Adventure
Set in The Principality of Naerie



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; 400 gp

Favour of Breddol the Learned: Breddol is grateful for the service rendered by the character. To show his further appreciation, Breddol offers to perform a Knowledge (history) check for the character whenever needed. In game terms this assumes a DC 31 Knowledge (history) check and is a one-time favour redeemable in Naerie City or in any scenario where Breddol is encountered.

Score through when used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

This area is typically used to list items from the DUNGEON MASTER'S GUIDE that are now available for purchase as a result of the adventure. As an Introductory Adventure, 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 Player's Handbook, 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 Player's Handbook.
- ❖ Any potion from the DUNGEON MASTER'S GUIDE table 8-18 valued at 500 gp or under.
- ❖ Any scroll from the DUNGEON MASTER'S GUIDE tables 8-24 and 8-25 valued at 500 gp or under.
- ❖ +1 Ring of Protection (DUNGEON MASTER'S GUIDE).
- ❖ +1 Amulet of Natural Armour (DUNGEON MASTER'S GUIDE).
- ❖ +1 Bracers of Armour (DUNGEON MASTER'S GUIDE).
- ❖ +1 Cloak of Resistance (DUNGEON MASTER'S GUIDE).

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

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

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