



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
CGR8-02:2 Greyhawk City Puzzle
A Core Adventure
Set in the Domain of Greyhawk



Play Notes:

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

Home Region

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

☛ **Affiliation Score Gained/Lost:** by this PC with the _____ Greyhawk affiliation was # _ points. If multiple allegiance, add extra in notes section.

☛ **Gratitude of a City Bard:** For rescuing Greta Meyani from the shadow krenshar and not turning her in, she arranges Core access to one of the following at (at normal price) *eternal wand of charm person* (MIC), *eternal wand of sleep* (MIC), *eternal wand of daylight* (MIC, SpC). Circle the item chosen, and cross off this section of the favor once it has been used.

In addition, once per adventure set in Greyhawk City, she is willing to use the skills described in 'Owed a Bard's Debt' to fulfill your request for information or to smooth the way for you in social circles.

For an extra 1 TU per spell learned, Greta is willing to teach you the following spells: *ghostharp*, *lively step*, *minor disguise*, *serene visage*, *songbird*, *undersong*. (Core access; SpC spells).

☛ **Owed a Bard's Debt:** For saving her life (and then having her jailed) Greta Meyani owes you a debt. Once, and once only (and only in Greyhawk City), she will make up to three of the following skill checks for you. Cross off this favor once used.

Greta Meyani: female bard 6; bardic knowledge +10, Diplomacy +10, Gather Information +6, Knowledge (history, local-Greyhawk, nobility and royalty) +7.

☛ **Palfrey's Gratitude:** For saving his life, Palfrey's gratitude knows few bounds. He is willing to craft you one of the following, for 20% less than its usual price: *boots of speed*, *cloak of the arachnida*, *cloak of the bat*, *cloak of charisma* +4, *minor cloak of displacement*, *glove of storing*. (Core access). Instead, you may learn one of the following spells for each TU you spend studying with him: *displacement*, *eagle's splendor*, *fly*, *haste*, *shrink item*, *spider climb*, *web*.

☛ **Slave!** You were captured by the slavers and spent 26 TU escaping their clutches with nothing but the shirt on your back. You gain no gold from this adventure, but do retain all other awards and may use the Charity of Friends clause in the LGAH to re-equip.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Bag of holding type I (Adventure; 2,500 gp; DMG)
- ❖ Mithral chain shirt +1 (Adventure; 2,100 gp; DMG)

APL 4 (all of APL 2 plus the following)

None.

APL 6 (all of APLs 2-4 plus the following)

- ❖ Mithral splint mail (Adventure; 4,200 gp; DMG)

APL 8 (all of APLs 2-6 plus the following)

- ❖ Glamered mithral shirt +1 (Adventure; 4,800 gp; DMG)

TU

Starting TU

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

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