



This Record Certifies that

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

Has Completed  
*INT7-02 Trial by Fire*  
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 360 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.

**Keeping the Red Pearl:** You decided to keep the red pearl for yourself, angering both Aramis and Humanchi. Brave as that may be it also may be your undoing.

**Ulex's Spellbook:** 1<sup>st</sup> – *jet of steam* (Complete Mage), *magic missile*, *magic weapon*. Cost 300 gp.

**Enmity of Aramis:** Having to look over your shoulder while in Greyhawk City at all times is not a pleasant experience. Aramis has not forgotten your betrayal.

**Enmity of Humanchi:** Rejecting the offer of Humanchi may not have been the smartest idea. This will have repercussions in the future.

**Favor of Humanchi:** You decided to hand over the red pearl to Humanchi and for that he thanks you. He has his skilled craftsmen work on your choice of existing armor or weapon enhancements. You may only choose one of these enhancements to upgrade and must pay the difference in cost: *keen*, *throwing*, *bane (human)*, *shadow*, *light fortification*, and *invulnerability*.

**Favor of Aramis:** For returning the red pearl to Aramis he allows you to purchase one item from the following list at any time: *boots of levitation*, *goggles of night*, *ring of mind shielding*, *wand of false life*, and *wand of invisibility*.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2:

- ❖ *Shiftweave* (Any; *Magic Item Compendium*; 500 gp)
- ❖ *Safewing emblem* (Any; *Magic Item Compendium*; 250 gp)
- ❖ *Armband of elusive action* (Any; *Magic Item Compendium*; 800 gp)
- ❖ *Arcanist's gloves* (Any; *Magic Item Compendium*; 500 gp)
- ❖ *Ulex's Spellbook* (Any; see above; 300 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

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