



This Record Certifies that

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

Has Completed  
*In the Docks*

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#

**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

☛ **The Respect of Captain Eryn:** You impressed Captain Eryn with your abilities while guarding his warehouse. As well as being keen to hire you again, Captain Eryn's enthusiastic praise of your abilities gives you a +2 bonus to Gather Information and Diplomacy checks during your next Naerie regional.

**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

**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