| Intervention of the second Certifies that   Played   Played   Played   Played   Played   Played   Played   Played   VERINTRO4-02 Joren's Tomb   An Introductory Scenario   Set in Verbobonc |   |  | Play Notes:   Gained a level   Lost a level   Ability Drained   Died   Was raised/res'd   Was reincarnated   Home Region   | Adventure Record#<br>Adventure Record#<br>594 CY<br>ADVENTURE<br>LEVEL OF<br>PLAY<br>(CIRCLE ONE)   |
|---|---|--|--|---|
|   |   | Event:<br>DM:<br>Signature   | Date:<br>  | <b>APL 2</b><br>max 450 xp; 400 gp  |
| as new magic items, spells  | e Record is used for new rules items such<br>s, feats, or other favors.<br>ario, this event contains no new Rules   |  |  | This event can only<br>be played by 1st level<br>characters   |
| TU<br>Starting TU<br>I OT 2 TU<br>TU Cost<br>- TU<br>Added TU Costs<br>UREMAINING<br>TU REMAINING<br>XP<br>Starting XP<br>- XP<br>Starting XP<br>- XP<br>Starting XP<br>+ XP<br>XP Cained   | This area is typically used to list<br>that are now available for purch<br>adventure. As an Introductory Sco<br>not contain any such items. Ho<br>items are available for purcha<br>GREYHAWK Event.<br>All items from the PHB, tables<br>and 7-9 with the exception of sp<br>Any +1 weapon or armor of a typ<br>Any potion from the DMG table<br>or under<br>Any scroll from the DMG table<br>at 750 gp or under<br>+1 Ring of Protection<br>+1 Amulet of Natural Armor<br>+1 Bracers of Armor<br>+1 Cloak of Resistance<br>Gauntlets of Ogre Power<br>Periapt of Wisdom +2<br>Headband of Intellect +2<br>Amulet of Health +2<br>Cloves of Dexterity +2<br>Cloak of Charisma +2<br>You must have campaign docum<br>items not found on the above lis<br>being the most common form of d | ase as a result of the<br>enario, this event does<br>owever, the following<br>se after any LIVING<br>5 7-3, 7-4, 7-5, 7-7, 7-8,<br>ells<br>be listed in the PHB<br>e 8-18 valued at 750 gp<br>s 8-24 and 8-25 valued<br>mentation to purchase<br>st. Adventure Records | Lifestyle   None   Standard (12 gp x TU)   Rich (50 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<br>Starting GP<br>Starting GP<br>GP Spent<br>GP<br>Subtotal<br>+ GP<br>GP Gained<br>GP<br>Subtotal<br>+ GP<br>GP Gained<br>GP<br>Subtotal<br>+ GP<br>GP Cained<br>GP<br>Subtotal<br>+ GP<br>GP Spent<br>GP Spent |

FINAL XP TOTAL

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