This Record Certifies that

Character Name — Classes and Levels

Player Name — RPGA #

Has Completed

CGR7-02:2 *Pit of the Gouger*

A Greyhawk Ruins 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_____

Event: _____ **Date:**_____

DM:_____
Signature — RPGA #

Adventure Record#

597 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

APL 2
max 450 XP; 450 gp

APL 4
max 675 XP; 650 gp

Favor of the Headsman: You have defeated the guillotine - quite literally. Zagyg watches the goings-on in Castle Greyhawk and, finding this amusing, has blessed you. The next time you are successfully affected by a vorpal effect (such as a *vorpal sword*, the vorpal tusks of a razor boar, and so on.), it is completely negated (thus you are not decapitated and you take no damage from the attack). Cross off this AR item when it is expended.

Spellbook: You have gained access to a minor spellbook.
0—all PH.
1st–*burning hands, cause fear, color spray, sleep, Tenser's floating disk.*

Warden's Thanks: You have gained the thanks of the Wartower Wardens for returning the equipment of one of their fallen comrades. In thanks, they grant you Core access to the items marked WW below.

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

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 2
- *Brooch of shielding* (Adventure; DMG)
- Spellbook (Any, see above, 1,200 gp)
- *Pearl of power (1st-level)* WW (Core; DMG)
- *Salve of slipperiness* WW (Core; DMG)

APL 4 (all of APL 2 plus the following)
- *Elixir of fire breath* WW (Core; DMG)
- *Pearl of power (2nd-level)* WW (Core; DMG)
- *Horn of fog* WW (Core; DMG)

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