

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
CGR8-01:3 *They Walk Among Us*
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 _____

Adventure Record#

597 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

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Alvarici's Notes:** By spending 1 TU reading the notes found in Alvarici's office, and 2 TU travelling to the North, you gain access to the feat *Soul of the North* (Complete Arcane).

☛ **Alvarici's Spellbook:** contains all the 0-level spells in the PHB as well as the following:

APLs 2-4: 0—*caltrop*^{SpC:42-43}; 1st—*familiar pocket*^{SpC:88}, *ice dagger*^{SpC:118-119}, *lesser shivering touch*^{Fr:104}, *summon monster I*, *treacherous weapon*^{CS:29}; Cost 2,500 gp. **APL 6:** as for APLs 2-4 plus the following: 1st—*mage armor*; 2nd—*belker claws*^{SpC:26-27}, *snowball storm*^{SpC:194}, *summon monster II*; Cost 3,200 gp.

☛ **Lesser Gratitude of the Araneans:** You attempted to assist the araneans in defeating the cultists and have been granted Open access to the spells *bless weapon*, *swift* (SpC), the feat *Efficient Defender* (CSc) and you receive free Standard upkeep for the next adventure set in Greyhawk City. You must still meet all prerequisites and costs, and must spend 1 TU for each spell and feat you train for.

☛ **Gratitude of Iuz's Pet:** for your assistance in his release, Alvarici gives you access to his notes, and spellbook, as described on this AR.

☛ **Gratitude of the Araneans:** You successfully assisted the araneans in defeating the cultists and have been granted access to: *angelskin* (SpC), the prestige class *gray guard* (CS), and the feats: *Awesome Smite* (CC) and *Battle Blessing* (CC). You also gain all access granted by Lesser Gratitude of the Araneans. You must still meet all prerequisites and costs, and must spend 1 TU for each spell or feat you train for. Training for gray guard costs 4 TU.

☛ **Thanks of the Greyhawk City Watch and Night Watch:** For your services you are granted an exemption from the *Freesword Tax* and a free licence for one of the banned weapons in Greyhawk City as well as free Standard Upkeep for one adventure set in the City of Greyhawk. This favor is non-transferable.

☛ **Gratitude of a Greyhawk Wizard:** You are granted access to one of the following: a *wand of magic missiles* (CL 3), or a single armor or weapon enhancement from the DMG, with a +1 bonus modifier to the base price.

☛ **Ire of Iuz:** You have interfered with his plans and earned his anger. The Old One consequently dislikes you. His servants attack you in preference to targets who have not earned his ire.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Brute gauntlets* (Adventure; Magic Item Compendium)
- ❖ *Jumping caltrops* (Adventure; Magic Item Compendium)
- ❖ *Pearl of brain lock* (Adventure; Magic Item Compendium)

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

- ❖ +1 *mithral shirt* (Adventure; DMG: 2,100 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

TU

TU Cost

- TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

- XP

XP lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL