



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Hool Goes There
An Introductory Scenario
Set in Keoland



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____

Event: _____ Date: _____
DM: _____
Signature _____ RPGA # _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2
max 450 xp; 438 gp

This event can
only be played
by 1st level
characters.

This area of the Adventure Record is used to detail new rules items such as new magic items, spells, or feats. It is also used to detail special effects the character might earn such as curses, influence, favors, access, or debts.

Cross out game effects this character does not gain.

Token of the Marshgrove Tribe

For revealing the information you discovered about Sakatha's Tomb to Rassshssk, the druid provided you with a stone token. When dealing with the Marshgrove lizardfolk tribe, this PC may exchange this token (mark this entry as used when this occurs) for a +1 circumstance bonus to any single Charisma-based skill check (except Intimidate checks).

Favorable Notice of Viscount Richart Jorgos

The PC has come to the favorable attention of the Viscount of the County of Nume Eor. How this will affect the PC in the future remains to be seen.

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

This area is typically used to list items from the DMG or from the area above that have been found in the scenario and are now available for purchase as a result of playing the scenario. As an introductory scenario, this event does not list any such items.

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