Bounty #1: The Whitefang Wyrm

Character Chronicle #

Chronicle Code: R1S6

Player Name | A.K.A. Character Name | Organized Play # | Character # - 2

Faction _____ Reputation _____

Faction _____ Reputation _____

Faction _____ Reputation _____

Adventure Summary

In the northern village of Aaminiut, you accepted a bounty posted by local leaders to track down and deal with a creature that had been stealing fish and leaving a mess in its wake. You followed the trail of this creature and discovered him to be a tatzlwyrm, a territorial and prideful dragon who believed those fish were his rightful due. When confronted with this sight, you (☐ slew the dragon/ ☐ convinced the dragon to leave the village in peace).

Items

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Items Sold

GP Spent

Total GP

Notes

FOR GM ONLY

EVENT | EVENT CODE | DATE | Game Master's Signature | GM Organized Play #