



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
COR8-01 Machinations
A Core Adventure

Set in the Domain of Greyhawk and the Orcish Empire of the Pomarj



Play Notes:

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

Home Region

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

☛ **Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to half the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

☛ **Bigby Left This as Collateral:** For preventing the public humiliation of Silas Steamgem, the Guild Moneylenders and Pawnbrokers quietly extends you a special offer. You may expend this favor to borrow one non-consumable item you currently have access to for one adventure set in the City of Greyhawk. The item must be returned or purchased at the end of the adventure. If the item cannot be returned, you must pay its full value immediately, using the Charity of Friends rule in the LGCS if necessary.

☛ **The Cudgel Will Persevere:** You have warned Eritai Kaan-Ipzirel of the plots against her within the City of Greyhawk. In gratitude, the High Priestess of Saint Cuthbert opens the plentiful resources of the Temple of St. Cuthbert to you. You may expend this favor to gain access (frequency: adventure) to *Sacred Armor* armor and shield enhancement (*Arms and Equipment Guide*), the *holy surge* weapon enhancement (*Magic Item Compendium*), and *Surcoat of Valor* (*Magic Item Compendium*).

☛ **Favor of the Circle of Eight:** Otto has described your efforts as "stupendous." This favor counts as a recommendation of a member with an affiliation score of 21 or higher for the Wizard's Guild. You gain open access to the following spells: *create fetch* (*Complete Scoundrel*), *disobedience* (*Complete Scoundrel*), *grasping wall* (*Complete Scoundrel*), and *spymaster's coin* (*Complete Scoundrel*). Finally at APL 8 and higher, you gain access to the *bracers of blinding strike* part of the *fleet warrior's array* (*Magic Item Compendium*).

☛ **Psst, You Gotta Hear This:** For your assistance in locating his errant granddaughter, Simeon Hellwater the Beggarmaster assigns Gammarstank the Scrofulous as a contact for you. Once per adventure set in the City of Greyhawk, Gammarstank (male human expert 7, gather information +12), can make a Gather Information check for you. This costs you 14d+1 gp.

☛ **Affiliations:** You improved your standing with your affiliation. Score through any that do not apply: **Mercenaries Guild:** +2 for completing a job contracted by the guild; **Guild of Nightwatch:** +1 for completing a mission for the Nightwatch; **Merchant and Trader's Union:** +2 for advancing the power of the Union; **Thieves' Guild:** +2 for completing a mission against a Guild enemy.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Silversheen* (Adventure; DMG)
- ❖ *Elixir of love* (Adventure; DMG)
- ❖ *Glitter stone* (Adventure; CL 3rd; MIC; 450 gp)

APL 4 (all of APL 2 plus the following)

- ❖ *Dust of tracelessness* (Adventure; DMG)
- ❖ *Rod of viscid globs* (Adventure; CL 9th; MIC; 2,000 gp)

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

- ❖ *Cape of the viper* (Adventure; CL 6th; MIC; 2,000 gp)
- ❖ *Elixir of truth* (Adventure; DMG)

APL 8 (all of APLs 2-6 plus the following)

- ❖ *Pearl of brain lock* (Adventure; CL 3rd; MIC; 900 gp)
- ❖ *Elixir of hiding* (Adventure; DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ *Barricade buckler* (Adventure; CL 9th; MIC; 4,165 gp)
- ❖ *Mask of lies* (Adventure; CL 5th; MIC; 4,500 gp)
- ❖ *Dust of illusion* (Adventure; DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ *Dust of appearance* (Adventure; DMG)
- ❖ *Tentacle rod* (Adventure; CL 6th; *Magic Item Compendium*; 14,000 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 lost or spent

XP

Subtotal

+ XP

XP Gained

XP

FINAL XP TOTAL