



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**COR8-03 Aspirations**  
**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)

**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

☛ **The Deathstalker is Pleased:** Turin Deathstalker is pleased with your actions. He provides you with access to the weapon enhancements *blurstrike* and *eager* (MIC) and the armor enhancements *nimbleness* and *vanishing* (MIC). You must still pay the full price for these upgrades.

☛ **Delivered an Envoy of Peace to Turrosh Mak:** Turrosh Mak, warlord of the Pomarj is pleased with the results of your actions. The Mak provides you with access to the weapon enhancements *brash* and *maiming* (MIC) and the armor enhancements *fearsome* and *retaliation* (MIC). You must still pay the full difference in market value for these upgrades.

☛ **Favor of the Circle of Eight:** Otto has declared you to be "perspicacious" and a reliable factotum to the Circle of Eight. This favor counts as a recommendation of a member with an affiliation score of 21 or higher for the Wizards' Guild. You gain Open access to the following spells: *Bigby's striking fist* (PHBII), *Bigby's tripping hand* (PHBII), *mass whelm* (PHBII), *torrent of tears* (Complete Mage), and *whelm* (PHBII). You also gain access to those items marked with a "C" below. Finally, at APL 8 and above you gain access to the *vest of free movement*, part of the *fleet warrior's array* (MIC).

☛ **Destabilized the Pomarj:** You prevented a diplomat from reaching the court of Turrosh Mak. In the short term, the Pomarj becomes a more unstable place. In the next three adventures set in the Pomarj, your upkeep costs and the costs for any spellcasting services you purchase (or cast for your benefit) double.

☛ **Safeton Scofflaw:** You have violated several laws of Safeton and publicly humiliated Turin Deathstalker, one of the most powerful assassins in the Flanaess. This will have consequences. Sleep tight.

☛ **You Are Useful to Me:** You have benefited the Lord Mayor of Greyhawk's schemes. You are granted a special license permitting you to carry weapons of any sort within Greyhawk's walls. Alternatively, it permits you to bring one animal of any size into the Free City. This favor counts as a recommendation of a member with an affiliation score of 21 or higher for both the Thieves' Guild and the Merchants' and Traders' Union. All associated fees are waived. The license is valid for the duration of one Core adventure. You also gain access to those items marked with an "N" below.

☛ **Affiliations:** As a member of a Greyhawk affiliation the information you provide your masters has great value. This improves your standing with your affiliation by +2.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 2

- ❖ Arcanist's gloves (Core; MIC; 500 gp)<sup>C</sup>
- ❖ Armband of elusive action (Adventure; MIC; 800 gp)
- ❖ Boots of agile leaping (Core; MIC; 600 gp)<sup>N</sup>
- ❖ Cloak of elemental protection (Adventure; MIC; 1,000 gp)

### APL 4 (all of APL 2 plus the following)

- ❖ Artificer's monocle (Core; MIC; 1,500 gp)<sup>C</sup>
- ❖ Ring of feather falling (Core; DMG; 2,200 gp)<sup>N</sup>

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

- ❖ Boots of swift passage (Adventure; MIC; 5,000 gp)
- ❖ Helm of glorious recovery (Core; MIC; 5,600 gp)<sup>N</sup>

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

- ❖ Deathguardian bracers (Core; MIC; 6,000 gp)<sup>C</sup>
- ❖ Robe of retaliation (Core; MIC; 6,500 gp)<sup>N</sup>

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

- ❖ Ring of avoidance (Core; MIC; 10,000 gp)<sup>N</sup>

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

- ❖ Amulet of fortune prevailing (Adventure; Magic Item Compendium; 5,000 gp)
- ❖ Desperation chain (Core; Magic Item Compendium; 15,000 gp)<sup>C</sup>
- ❖ War Wizard Cloak (Core; Magic Item Compendium; 16,000 gp)<sup>C</sup>

## 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