



This Record Certifies that

played by \_\_\_\_\_  
Player RPGA #

Has Completed

COR4-09 A Tiger? In Ahlissa?!

A Core Adventure

Set in the Great Kingdom of Northern Aerdy



### Play Notes:

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

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature RPGA #



Adventure Record#

594 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

❖ **Grynanquil Amulet:** These radiate faint abjuration magic and have the name Grynanquil written in Infernal on them. These may play an important role in a future adventure.

Access: Adventure; Caster Level 3<sup>rd</sup>;  
Prerequisites: Not Reproducible; Weight- 1 lbs; Cost: 1 gp

❖ **Eastfair Thieves' Guild Influence:** Despite the factional nature of the Guild in Eastfair, everyone respects the street cred' of Malaya, and being her friend just might be enough to ice the cake, as they say in the Old City. Remove when used.

❖ **Zilchus Temple Vault:** In lieu of coin, the Holy Clerk Afronidious has used his influence to arrange certain reserved stock held within the vaults of the various temples to become available for purchase to the characters. This is quite the honor for as the scriptures of The Money Counter say, "...it's a seller's market..."

The character gains access to the following items: Staff of divination; stone of alarm; folding boat; carpet of flying, 5 ft. by 5 ft.; decanter of endless water; dimensional shackles.

❖ **Unfinished documents:** Among Yoitrak's possessions are six unfinished work orders/passage permits for delivering supplies into the Holim Ruins, thus bypassing the 500 or so orcs and various humans that guard it. These just might be useful to the characters at some unknown future date, but the documents will need some touching up to be of use. Cost: 1gp

TU

Starting TU

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

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 2

- ❖ Ring of mind shielding (Any, CL 3<sup>rd</sup>; DMG)
- ❖ Grynanquil amulet (Adventure, see above)
- ❖ Unfinished documents (Adventure, see above)
- ❖ +1 glamer'd chain shirt (Adventure, CL 6<sup>th</sup>; DMG)
- ❖ Staff of divination (Any, CL 13<sup>th</sup>; DMG)
- ❖ Stone of alarm (Any, CL 3<sup>rd</sup>; DMG)
- ❖ Folding boat (Any, CL 6<sup>th</sup>; DMG)
- ❖ Carpet of flying, 5 ft. by 5 ft. (Any, CL 10<sup>th</sup>; DMG)
- ❖ Decanter of endless water (Any, CL 9<sup>th</sup>; DMG)
- ❖ Dimensional shackles (Any, CL 11<sup>th</sup>; DMG)

### APL 4 (all of APL2 plus the following)

- ❖ Brooch of shielding (Adventure, CL 1<sup>st</sup>; DMG)

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

- ❖ Dust of disappearance (Adventure, CL 7<sup>th</sup>; DMG)

### 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