



This Record Certifies that



Play Notes:

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

Adventure Record#

597 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

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR7-08 Sins of the Father
A Core Adventure
Set in the Domain of Greyhawk

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **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 the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

☛ **Felon:** You were tried and convicted for rioting in the City of Greyhawk. Total Fine: _____ gp or _____ TUs

☛ **Friendship of Sir Hendry:** You can use this influence point in one of two ways. Cross off once used.

- Obtain one-time Open access to *bashing*, *defending*, *ghost touch*, or *merciful* weapon special abilities.
- Get a +5 circumstance bonus to all Diplomacy checks with members of the Greyhawk Nobility and members of House Veltuer for a single adventure.

☛ **Favor of Sir Hendry:** You may exchange this influence point to reduce the cost of any adventure set in the Domain of Greyhawk by 1 TU (to a minimum cost of 1 TU).

☛ **Trade with the Nyr Dyv Elves:** The Nyr Dyv elves provide Adventure access to the items marked ** below. Additionally, after any adventure set in the Domain of Greyhawk, you may spend 1 TU to trade with the Nyr Dyv elves. Doing so grants you access to the following non-magical items from *Stormwrack*: Air plant, float bladder, keel, pearlsteel armor, and open access to elf paladin, ranger, and wizard substitution levels (*Races of the Wild*).

☛ **Favor of the Ery Conclave:** Once after (or during) any adventure set in the Domain of Greyhawk, you can spend 1 TU to have *reincarnate* cast upon yourself but you must still pay all usual costs. Whoever transports you to the Ery Conclave must also spend 1 TU. Cross off once used. The druids also provide open access to the spontaneous rejuvenation and shapeshift alternate class features (both *Player's Handbook II*), the halfling druid (*Races of Stone*) and half-orc druid (*Races of Destiny*) substitution levels, and the items marked with a * below.

☛ **Ire of Sir Hendry:** Sir Hendry does not forgive or forget your failure to clear his name. His reaction to you can never be better than unfriendly.

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

- ❖ Thistledown Suit** (Any; *Races of the Wild*; 250 gp)
- ❖ Thistledown Padded** (Any; *Races of the Wild*; 405 gp)
- ❖ Safewing emblem** (Any; *Races of the Wild*, 250 gp)

APL 4 (all of APL2 plus the following)

- ❖ Amulet of aberrant empathy* (Core; Complete Adventurer, 1,400 gp)

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

- ❖ Pendant of draconic empathy* (Core; Complete Adventurer, 3,300 gp)

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

- ❖ Pearl of power (1st-level spell) (Adventure; DMG)
- ❖ Survival pouch** (Any; *Races of the Wild*, 5,000 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