



This Record Certifies that



Play Notes:

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



Adventure Record#

596 CY
ADVENTURE

**LEVEL OF
PLAY**
(CIRCLE ONE)

APL 2

max 450 XP; 450gp

APL 4

max 675 XP; 650gp

APL 6

max 900 XP; 900gp

APL 8

max 1,125 XP; 1,300gp

by _____ Played _____
Player RPGA #
Has Completed
COR6-04 A Long Way For A Little Knowledge
A Core Adventure
Set in the Free City of Greyhawk

Event: _____ **Date:** _____
DM: _____
Signature RPGA #

† **Farlah's friendship:** Farlah uses his contacts to offer to sell you the following items (you can buy more than one, but all must be purchased at the same time): *elemental gem* (any), *horseshoes of a zephyr*, *stone horse* (either). Cross off used.

† **Thanks of the Church of Lydia:** For healing Farlah, the church promises to cast 5 levels of divine spells on you, at the cost of material component only. These need not be taken all at the same time. Cross off once used. Levels cast: ☐ ☐ ☐ ☐ ☐

† **Fonkin's Potions:** Fonkin allows you to purchase potions of up to 3rd-level spells with a caster level up to 10th-level. You must already have access to the normal version of a potion to be able to buy Fonkin's version.

♣ **Fonkin's Lesser Circlet:** Fonkin is willing to sell a lesser version of his circlet. Once per day as a standard action, the wearer can cause the circlet to shine as if a *light* was cast upon it.

Faint evocation; CL 3rd; Craft Wondrous Item, *light*; 360 gp.

† **Gwendolyne's Favor:** You have impressed the gynosphynx. This may become useful in the future.

† **Raynald's friendship:** After any adventure set in the Domain of Greyhawk, you can visit Raynald and copy spells from his spellbook. For this he charges 50 gp per spell level copied. You may copy as many illusion spells from the Player's Handbook as you wish. You can use this favor multiple times.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2 - 8

- ❖ *Fonkin's lesser circlet* (Core; see above; 360 gp)
- ❖ *Periapt of health* (Core; CL 5th; 7,500 gp; DMG)
- ❖ *Ring of swimming* (Adventure; CL 2nd; 2,500 gp; DMG)
- ❖ *Bottle of air* (Adventure; CL 7th; 7,250 gp; DMG)
- ❖ *Heward's handy haversack* (Adventure; CL 9th; 2,000 gp; 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

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