



This Record Certifies that

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

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

**Has Completed**  
**COR7-10 The Dark Gem**  
**A Core Adventure**  
**Set in the Domain of Greyhawk**



#### Play Notes:

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

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



Adventure Record#

**597 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

☛ **Favor of the Greyhawk Library:** When in the Domain of Greyhawk, you may spend half a day researching a specific subject in the Great Library. Doing so, grants you a +4 circumstance bonus on your subsequent skill check.

☛ **Favor of Zanner:** Following any Core adventure set in the Domain of Greyhawk, you may copy spells from Zanner's spellbook as if Zanner were a member of your party.

☛ **Enmity/Attention (circle one) of the Halfling Cook:** You have drawn the enmity / attention (circle one) of the halfling cook who instigated Zanner's mission. But how important can that really be?

☛ **Notes on the Silver Star:** You gain access to items \* items on the adventure record below.

☛ **Invitation to Become Stoneblessed:** You have performed a heroic act on behalf of the gnome race. This fulfills the special requirement of the stoneblessed (gnome) prestige class (*Races of Stone* 122.) You still must meet the other requirements for the prestige class.

☛ **Zanner's Spellbook:** You have plundered Zanner's spellbook.

**APL 2:** (1,000 gp) 0—acid splash, detect magic, light, message, open/close, prestidigitation, ray of frost, read magic, touch of fatigue; 1st—color spray, comprehend languages, mage armor, magic missile, ray of enfeeblement, shield, sunstroke (*Sandstorm* 123); 2nd—glitterdust, Melf's acid arrow.

**APL 4:** (1,500 gp) APL 2 plus 2nd—blindness/deafness, invisibility; 3rd—dispel magic, ray of exhaustion.

**APL 6:** (2,200 gp) APLs 2-4 plus 3rd—heroism, stinking cloud; 4th—confusion, Evard's black tentacles.

**APL 8:** (3,100 gp) APLs 2-6 plus 4th—enervation, greater invisibility; 5th—cone of cold, wall of force.

**APL 10:** (4,200 gp) APLs 2-8 plus 5th—baleful polymorph, dominate person; 6th—greater heroism, legend lore.

**APL 12:** (5,400 gp) APLs 2-10 plus 6th—disintegrate, greater dispel magic; 5th—forcecage, mass hold person.

## ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

### APL 2

- ❖ Scroll of sunstroke (Adventure; *Sandstorm*; 25 gp)
- ❖ Silversheen\* (Adventure; DMG)
- ❖ Scroll of teleport (Adventure; DMG)
- ❖ Zanner's spellbook (Adventure; see above)
- ❖ Wand of baleful transposition – 10 charges (Adventure; *Spell Compendium*; 900 gp)
- ❖ Potion of vigor (Adventure; *Spell Compendium*; 750 gp)

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

- ❖ Brooch of shielding\* (Adventure; DMG)
- ❖ Pearl of power (1st-level)\* (Adventure; DMG)
- ❖ Artificer's monocle (Adventure; *Magic Item Compendium*; 1,500 gp)

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

- ❖ Ring of counterspells\* (Adventure; DMG)
- ❖ Necklace of fireballs (Type II)\* (Adventure; DMG)

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

- ❖ Pearl of power (2nd-level)\* (Adventure; DMG)
- ❖ Circlet of persuasion\* (Adventure; DMG)
- ❖ Infinite scrollcase (Core; *Magic Item Compendium*; 2,800 gp)

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

- ❖ Pearl of power (3rd-level)\* (Adventure; DMG)
- ❖ Ring of jumping, improved\* (Adventure; DMG)

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

- ❖ Phylactery of undead turning\* (Adventure; DMG)
- ❖ Bear helm (Adventure; *Magic Item Compendium*; 1,500 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

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