



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR7-18 Into The Mists
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 _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



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

☛ **Favor of Church of Pelor:** For rescuing Verstlar Brendingund, the church of Pelor owes you a favor. Once in the future when you are at Greyhawk City, they will cast any 4th-level or lower cleric spell from the PH for free, aside from material component cost. Alternatively, you may also use this favor to gain Open access to one of the following spells: *divine protection*, *snake's swiftness*, *clear mind*, *living prints*, or *guiding light*. The church also retains some items from the Brendingund family that they are willing to sell. This gives Core access to all items marked by a * below.

☛ **Old Map:** You discovered an old map that has accurate information about the Domain of Greyhawk. This counts as a masterwork tool for Knowledge (geography) check made while in the Domain of Greyhawk. Members of Cartographers Guild affiliation receive this item for free and gain a +1 point increase to their affiliation score as a result of finding it.

☛ **Valiant Effort:** Despite your best efforts, you did not save Verstlar Brendingund. However, the church of Pelor still thanks you. Once in the future, when you are in Greyhawk City, the church of Pelor will cast any 1st- or 2nd-level cleric spell from the PH for free aside from the material component cost. Cross off this favor when used.

☛ **Decisive blow:** Your actions turned the tide of battle. From now on, orcs of Harrgrek Kukulend are always friendly towards you. You may also use this favor to purchase one weapon with the vicious weapon upgrade.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Magic sleeping bag (Adventure; 500 gp; Miniatures Handbook)
- ❖ Masterwork map (Adventure; 50 gp)
- ❖ Silent Shoes* (Any; 10 gp; Arms and Equipment Guide)
- ❖ Earthsilk Jersey* (150 gp; Races of Stone)
- ❖ Lenses of bright vision* (Adventure; 600 gp; Magic Item Compendium)

APL 4 (all of APL2 plus the following)

- ❖ Dust of appearance (Adventure; DMG)
- ❖ Ring of swimming* (Core; DMG)
- ❖ Lenses of bright vision* (Core; 600 gp; Magic Item Compendium)
- ❖ Boots of the mountain king (Adventure; 1,500 gp; Magic Item Compendium)
- ❖ Quaal's feather token (whip) (Adventure; DMG)

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

- ❖ Rod of the python* (Core; DMG)
- ❖ Ring of feather falling* (Core; DMG)

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

- ❖ +1 light fortification banded mail (Adventure; 4,400 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 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

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