



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR7-03 Second Chances
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

➤ **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.

➤ **Failure!** You have failed the undead Lords of Greyhawk, and now a cloud seems to hang over your head. For the next 10 TUs spent adventuring, you receive a -1 morale penalty to all attacks, saving throws, and skill checks.

➤ **Favor of House Shee:** House Shee is grateful for your help in restoring its name, and they have agreed to use their considerable knowledge of the world of finance. You may choose to leave a single deposit of up to 1,000 gp, which the Shee family will invest on your behalf. After 52 TUs have elapsed from the time of your investment, cross off this AR item, and regain your principal plus 20% interest. You must redeem the investment after 52 TU or it is lost.

➤ **Gratitude of the Lords of Greyhawk:** The Lords of Greyhawk remember work that is well done. They use their considerable network of contacts and favors within the Free City on your behalf. Choose and circle one of the following prestige classes: drunken master (CW), mage of the arcane order (CA), nightsong enforcer (CV), nightsong infiltrator (CV), spymaster (CV), or tactical soldier (MH). You may expend this favor to gain access to the chosen prestige class. Use of this favor only allows access to the prestige class; you must still meet all prerequisites for the class. Note, if you choose to take levels in mage of the arcane order, you are considered a member of the Free City's Guild of Wizardry.

➤ **Favor of Lady Vayred Bain:** For looking into the mystery of Lord and Lady Shee - and for keeping her name out of the whole affair - you've earned Lady Vayred Bain's favor. As a highly-placed layperson in the Church of Zilchus, she has set aside a number of interesting items that have fallen into that organization's possessions. If you failed to solve the mystery, you only have access to the items marked with a *. If you succeeded, you get access to items marked with both a * and a **.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Amulet of warmth (Core; Races of the Dragon)
- ❖ *Rod of grievous wounds (Adventure; DMG II)
- ❖ *Elixir of sneaking (Any; DMG)

APL 4 (all of APL 2 plus the following)

- ❖ *Cloak of the manta ray (Any; DMG)
- ❖ **Domain draught (for City, Knowledge, Law, Mind, Pact, or Trickery domains) (Core; DMG II)

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

- ❖ *Figurine of wondrous power - bronze griffin (Any; DMG)
- ❖ **Ring of arcane supremacy (Core; Complete Mage)

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

- ❖ **Amulet of spell conversion (Adventure; Complete Mage)
- ❖ *Boots, winged (Any; 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