



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
COR8-12 Foundations
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#

598 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

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

☛ **Enslaved by the Drow:** You have been captured by the drow and carried to their demesne in the Underdark. The drow work you to death, squeezing every drop of potential labor out of you. Your body is then tossed in the mushroom beds so that even your rotting corpse continues to serve them. Your character is permanently removed from the campaign unless you have access to *true resurrection* and even then you return without any equipment. (You can invoke *Charity of Friends*—see LGCS).

☛ **Everyone Has a Price:** You agreed to withdraw from the Public Council election. In return, the merchants of Greyhawk offer you Open access to any one item from Tables 7-27, 7-28, and 7-29 in *Dungeon Master's Guide*.

☛ **Favor of the Circle of Eight:** Upon returning to Greyhawk, Otto praised your "cogent loquaciousness" on behalf of Jallarzi and the Circle of Eight. You may expend this favor to receive Core access to the *badge of valor*, *helm of tactics*, and the *horn of resilience* of the Regalia of the Hero in the *Magic Item Compendium*.

☛ **Public Councilor of Greyhawk:** You have been elected to the Public Council of Greyhawk as a representative for the following city ward: _____

☛ **Zagyg's Secret Decoder Ring:** You have received the blessing of Zagyg and his secret decoder ring. The top of the ring has two circles – one with letters; one with numbers. The center turns to allow matching different numbers with the letters. This ring doubles as a masterwork signal whistle. Cost: 50 gp.

☛ **Last Act of Zagig Yragerne:** You used the Last Act of Zagig Yragerne to reform the Directing Oligarchy of Greyhawk and made the following reforms:

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Cloak of Elemental Protection (Adventure; MIC)
- ❖ Greater skill shard (Adventure; Magic Item Compendium)

APL 4 (all of APL 2 plus the following)

- ❖ Arcanist's gloves (Adventure; Magic Item Compendium)
- ❖ Dust of dispersion (Adventure; Magic Item Compendium)

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

- ❖ Anklet of translocation (Adventure; Magic Item Compendium)
- ❖ Goggles of foefinding (Adventure; Magic Item Compendium)
- ❖ Screaming bolt (Adventure; Magic Item Compendium)
- ❖ Vest of defense (Adventure; Magic Item Compendium)

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

- ❖ Acrobat boots (Adventure; Magic Item Compendium)
- ❖ Gloves of agile striking (Adventure; Magic Item Compendium)
- ❖ Ring of mystic healing (Adventure; Magic Item Compendium)

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

- ❖ +1 toxic scimitar (Adventure; Drow of the Underdark)
- ❖ +1 magebane hand crossbow (Adventure; MIC)
- ❖ Elixir of flaming fists (Adventure; Magic Item Compendium)
- ❖ Enduring amulet (Adventure; Magic Item Compendium)
- ❖ Jumping caltrops (Adventure; Magic Item Compendium)

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

- ❖ +1 mithril full plate (Adventure; Dungeon Master's Guide)
- ❖ +2 full plate (Adventure; Dungeon Master's Guide)
- ❖ Mask of the matriarch (Adventure; Drow of the Underdark)
- ❖ Shadow cloak (Adventure; Drow of the Underdark)
- ❖ Skirmisher boots (Adventure; Magic Item Compendium)

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

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