



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 900 XP; 900 gp

**APL 4**

max 1,350 XP; 1,300 gp

**APL 6**

max 1,800 XP; 1,800 gp

**APL 8**

max 2,250 XP; 2,600 gp

by \_\_\_\_\_ Played \_\_\_\_\_

by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**CORS6-02 Pits of Azak-Zil**

**A Core Special Adventure**  
**Set in the Empire of the Bright Lands**

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_ Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

‡ **Favor of Clan Highforge:** In exchange for your unwavering loyalty, the dwarves grant you Core access to one armor or weapon upgrade of your choice from tables 7—5, 7—6, 7—14 or 7—15 in the *DMG*. Additionally they make the following special materials available to you: adamantine, mithral and starmetal. You may forge up to three items—weapon, shield, or armor—to which you have access from the materials below. Alternately, you can use the starmetal ingot three times to satisfy the starmetal dependency feature of the Green Star Adept prestige class (CA 41). (Such use counts as creating one item for each starmetal dependency satisfied).

**Mithral Ingot:** □□□

**Adamantine Ingot:** □□□

**Green Starmetal Ingot:** □□□

Standard LIVING GREYHAWK rules apply and you must pay all normal costs for all the above rewards.

‡ **Favor of Rary:** You have satisfied the needs of Rary and furthered his cause. In gratitude, Rary grants you Core Access to any one minor or medium wondrous item from table 7-29 in the *DMG*. You must indicate the item you desire (but not necessarily buy it) within 1 year of the date on this AR. You must pay all normal cost and all usual LIVING GREYHAWK restrictions apply.

Core Access: \_\_\_\_\_

‡ **Favor of Lady Karistyne:** You have thwarted evil and obeyed the lady paladin's orders. In exchange, she grants you Core access to the following items: *manual of gainful exercise* +1, *manual of quickness of action* +1, *manual of bodily health* +1, *tome of clear thought* +1; *tome of leadership and influence* +1, *tome of understanding* +1. You may only buy two of these.

‡ **Friendly Contact with an Elemental:** You have made friendly contact with an earth elemental from the plane of earth.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ Adamantine warhammer (Adventure; 3,012 gp; *DMG*)
- ❖ Brooch of shielding (Core; *DMG*)
- ❖ Elemental gem (any) (Adventure; *DMG*)
- ❖ Eyes of the eagle (Adventure; *DMG*)
- ❖ Ioun stone (clear) (Adventure; *DMG*)
- ❖ Decanter of endless water (Adventure; *DMG*)
- ❖ Belt of dwarvenkind (Core; *DMG*)
- ❖ Belt of giant strength +4 (Core; *DMG*)

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

- ❖ Periapt of health (Core; *DMG*)
- ❖ Ivory goat figurine of wondrous power (Adventure; *DMG*)
- ❖ Dusty rose ioun stone (Adventure; *DMG*)

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

- ❖ Gem of brightness (Core; *DMG*)
- ❖ Ioun stone (pale blue) (Adventure; *DMG*)
- ❖ Oil of daylight (Adventure; *DMG*)

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

- ❖ Stone of good luck (Core; *DMG*)
- ❖ lesser metamagic rod of silence (Adventure; *DMG*)
- ❖ ring of protection +4 (Adventure; *DMG*)
- ❖ ring of sustenance (Adventure; *DMG*)
- ❖ Ioun stone (orange) (Adventure; *DMG*)
- ❖ Potion of good hope (Adventure; *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

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