



This Record Certifies that

played by _____
Player RPGA #

Has Completed

COR4-09 A Tiger? In Ahlissa?!

A Core Adventure

Set in the Great Kingdom of Northern Aerdy

Play Notes:

- Gained a level
- Lost a level
- Ability Drained _____
- Died
- Was raised/res'd
- Was reincarnated

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

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

♥ **Gryinanquil Amulet:** These radiate faint abjuration magic and have the name Gryinanquil written in Infernal on them. These may play an important role in a future adventure.

Access: Adventure; Caster Level 3rd;
Prerequisites: Not Reproducible; Weight- 1 lbs; Cost: 1 gp

♥ **Eastfair Thieves' Guild Influence:** Despite the factional nature of the Guild in Eastfair, everyone respects the street cred' of Malaya, and being her friend just might be enough to ice the cake, as they say in the Old City. Remove when used.

♥ **Zilchus Temple Vault:** In lieu of coin, the Holy Clerk Afronidious has used his influence to arrange certain reserved stock held within the vaults of the various temples to become available for purchase to the characters. This is quite the honor for as the scriptures of The Money Counter say, "...it's a seller's market...".

The character gains access to the following items: *Staff of divination*; *stone of alarm*; *folding boat*; *carpet of flying*, 5 ft. by 5 ft.; *decanter of endless water*; *dimensional shackles*.

♥ **Unfinished documents:** Among Yoirrak's possessions are six unfinished work orders/passage permits for delivering supplies into the Holim Ruins, thus bypassing the 500 or so orcs and various humans that guard it. These just might be useful to the characters at some unknown future date, but the documents will need some touching up to be of use. Cost: 1gp

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Ring of mind shielding (Any, CL 3rd; DMG)
- ❖ Gryinanquil amulet (Adventure, see above)
- ❖ Unfinished documents (Adventure, see above)
- ❖ +1 glamered chain shirt (Adventure, CL 6th; DMG)
- ❖ Staff of divination (Any, CL 13th; DMG)
- ❖ Stone of alarm (Any, CL 3rd; DMG)
- ❖ Folding boat (Any, CL 6th; DMG)
- ❖ Carpet of flying, 5 ft. by 5 ft. (Any, CL 10th; DMG)
- ❖ Decanter of endless water (Any, CL 9th; DMG)
- ❖ Dimensional shackles (Any, CL 11th; DMG)

APL 4 (all of APL2 plus the following)

- ❖ Brooch of shielding (Adventure, CL 1st; DMG)

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

- ❖ Dust of disappearance (Adventure, CL 7th; 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 Items _____

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
Subtotal

GP
FINAL GP TOTAL