



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
COR5-03 Atonement

A Core Adventure
Set in the Free City of Greyhawk

Play Notes:

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

Adventure Record#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

APL 2
max 450xp; 450gp

APL 4
max 675xp; 650gp

APL 6
max 900xp; 900gp

APL 8
max 1,125xp; 1,300gp

Favor of Rimmelak: Rimmelak and Emmara have made arrangements with the wizard Kalinin for the PCs to receive additional rewards for their efforts. This favor gives the PC Any access (instead of Adventure access) to the starred magic items listed below. It may also be redeemed after any Core scenario beginning or ending in Greyhawk for either a *glamerd* armor upgrade or the addition of any arcane spell of a level up to 1/2 the APL into a wizard's spell book. In the latter case the spell may be from the *Player's Handbook* or any Complete book currently available for use. In both cases the PC must pay the normal costs. Indicate on the blanks below when this part of the favor is used.

Favor used AR # ___ for _____

Everburning Lantern: This lantern is lit by a variation of *everburning torch*. It produces light as per a hooded lantern.

Faint Evocation (light); CL 5th; Craft Wondrous Item, *continual flame*, Price 150 gp.

Glamerd Gloves of Dexterity: These variants on standard *gloves of dexterity* can change their appearance at the will of the wearer, as if they had the *glamerd* armor upgrade. They can even appear to be a ring or bracelet, though they still occupy the glove slot and function as if gloves are worn.

Moderate Illusion and Transmutation; CL 10th; Craft Wondrous Item, *cat's grace*, *disguise self*; Price 6,000 gp (+2), 18,000 gp (+4)

Attacked the Brotherhood: This Scarlet Brotherhood member attacked a fellow Brotherhood member without cause. The PC suffers a permanent -6 penalty to Wisdom. This effect may be removed as per a *mark of justice* spell. Such removal also eliminates the PC's Brotherhood tattoo and membership.

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

- ❖ *everburning lantern* (Adventure; see above)
- ❖ *wand of magic missiles* (Adventure; CL 1st; 750 gp; DMG)
- ❖ *scroll of expeditious retreat* (Adventure; 25 gp; CL 3rd)
- ❖ **hand of the mage* (Adventure; CL 2nd; 900 gp; DMG)

APL 4 (all of APL2 plus the following)

- ❖ **ring of mind shielding* (Adventure; CL 3rd; 8,000 gp; DMG)
- ❖ **+2 glamerd gloves of dexterity* (Adventure; see above)

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

- ❖ *wand of magic missiles* (Adventure; CL 3rd; 2,250 gp; DMG)
- ❖ *mithral shirt* (Adventure; 1,100 gp; DMG)
- ❖ **helm of comprehending languages and reading magic* (Adventure; CL 4th; 5,200 gp; DMG)

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

- ❖ **+1 amulet of mighty fists* (Adventure; CL 5th; 6,000 gp; DMG)
- ❖ **+4 glamerd gloves of dexterity* (Adventure; see above)

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 1/2 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
FINAL GP TOTAL