Living Greyhawk

This Record Certifies that

_____

Played by_____
Player *RPGA #*

Has Completed

COR5-12 Return to the Undercity

A Core Adventure
Set in the Faerie Kingdom of Celene and the Orcish Empire of the Pomarj

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#

595 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

Enmity of the Slavelords: You are an enemy of the Slavelords', and their agents dog your steps. At the start of every Core adventure, roll 1d20. On a 2, your PC begins the module with 75% of your usual hit points, the results of a run-in with agents of the Slavers. On a 1, you begin the module with only 50% of your usual hit points. These may be recovered through rest and magical healing as usual. This AR item may have additional implications in later modules dealing with the Slavelords.

Favor of Captain Toct: You have aided the intrepid halfling captain of the *Dame Gold* and he has promised to place himself and his ship at your disposal at some point in the future. You may expend this influence point to reduce the TU cost of any future Core module by 1 TU. Alternatively, you may call upon Captain Toct's experience as a privateer and expend this influence point to gain access to the Dread Pirate prestige class (from *Complete Adventurer).* Cross off this AR item when used.

Symon's Spellbook: Contains the following spells:
Volume I: *Color spray, disguise self, magic missile, silent image.* Total cost: 200 gp.
Volume II: *Blur, glitterdust, invisibility, Tasha's hideous laughter, scare.* Total cost: 500 gp.

Symon's Spellbook (cont).:
Volume III: *Displacement, halt undead, haste, major image, slow.* Total cost: 750 gp.
Volume IV: *Dimension door, greater invisibility, fear, mass enlarge person, phantasmal killer.* Total cost: 1000 gp.

Favor of Lucian: You have earned the gratitude of Lucian. He is an experienced spy and his knowledge could be invaluable to opening future paths for you. You may expend this influence point to gain one-time access (Frequency: Adventure) to your choice of one of the following: *ring of mind shielding, sleep arrows* (up to 20) or *sword of subtlety.* Alternatively, this can give you access to the Nightsong Enforcer or Nightsong Infiltrator prestige classes (from *Complete Adventurer).* Cross off this AR item when used.

Gratitude of Queen Yolande of Celene: Henceforth, so long as you retain this AR item, you are considered to have access (Frequency: Core) to the following items: elven chain, *boots of elvenkind* or *cloak of elvenkind.* If the PC expends this influence point, he may gain one-time access (Frequency: Adventure) to an *oathbow.* Cross off this AR item when used. Lastly, an elf or half-elf PC may call upon the Queen's favors to be inducted into the Seekers of the Misty Isle, fulfilling that prestige classes special requirement.

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
- ❖ *Figurine of wondrous power (silver raven)* (Adventure; CL 6th; DMG; 3800 gp)
- ❖ *Oil of magic mouth* (Adventure; CL 3rd; DMG; 300 gp)
- ❖ Symon's spellbook, Volume I (see above).

APL 4 (all of APL2 plus the following)
- ❖ Symon's spellbook, Volume II (see above).

APL 6 (all of APLs 2-4 plus the following)
- ❖ *Brooch of shielding* (Adventure; CL 1st; DMG; 1500 gp)
- ❖ *Elixir of fire breath* (Adventure; CL 11th; DMG; 1100 gp)
- ❖ Symon's spellbook, Volume III (see above).

APL 8 (all of APLs 2-6 plus the following)
- ❖ +1 leather armor of light fortification (Adventure; DMG; CL 6th; 4160 gp)
- ❖ *Bracers of armor +2* (Adventure; 7th; DMG; 4000 gp)
- ❖ *Necklace of fireballs (Type II)* (Adventure; CL 10th; DMG; 2700 gp)
- ❖ Symon's spellbook, Volume IV (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 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
FINAL GP TOTAL