



This Record Certifies that

Played

by _____
Player _____ RPGA # _____

Has Completed
COR6-10 Murder in Elmshire
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

Adventure Record#

596 CY
ADVENTURE

Home Region _____

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

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

‡ **Favor of Elmshire:** The halflings of Elmshire have given you permission to purchase some of their animals. You may expend this favor for "Adventure" access to purchase one brixashulty (*Races of the Wild* 194) or one Elmshire-raised riding dog.

The Elmshire riding dog is identical to the riding dog in the *Monster Manual* except it has hp 20.

Alternatively, a ranger or druid may spend this favor and an additional 4 TU's serving Elmshire to gain access to a brixashulty animal companion. The brixashulty animal companion follows the rules in *Races of the Wild* (page 187).

Cross this favor through when used.

‡ **Grateful City Watch:** For turning over information of the smuggling operation to the Greyhawk City Watch, you have earned their gratitude. You receive free rich upkeep during your next three adventures in the Domain of Greyhawk.

‡ **Sofia's Curse:** For violence against the local Rhennee Community you have earned the local Veth's wrath. You suffers the effects of an *unluck* spell (*Spell Compendium*, p.227-228) for the next ten adventures. This can be removed with a *break enchantment*, *limited wish* or a *wish*. Mark off when expired.

‡ **Favor of the Rhennee:** For assisting in uncovering the truth about the death of their comrade, Rhennee bargefolk have agreed to assist you in maritime training. You may learn one of the following feats Old Salt, Sea Legs, or Storm Magic.

Alternatively you may learn one of the following spells *detect ships*, *disguise ship*, *favorable wind*, *jig of waves*, *quicks swim* or *wave blessing*.

You are considered to have "Core" access to the spell or feat you chose. Circle the spell or feat selected. All the above spells and feats appear in *Stormwrack*.

TU
Starting TU

2 TU
TU Cost

- TU
Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ Gravedust (Adventure, *Libris Mortis*, 100 gp).
- ❖ *Vest of resistance +1* (Core, CA, 1,000 gp).
- ❖ *Wand of inflict light wounds* (Adventure, DMG, 750 gp).

APL 4 (all of APL2 plus the following)

- ❖ Lichbane (Adventure, *Libris Mortis*, 650 gp).
- ❖ *Pearl of power* (1st-level) (Core, DMG, 1,000 gp).
- ❖ *Vest of resistance +2* (Core, CA, 4000 gp).

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

- ❖ Boneshard paste (Adventure, *Libris Mortis*, 750 gp).

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

- ❖ Sunlight oil (Adventure, *Libris Mortis*, 1300 gp).
- ❖ +1 *human bane dwarven waraxe* (Adventure, DMG, 8,330 gp).

XP
Starting XP

- XP
XP lost or spent

XP
Subtotal

+ XP
XP Gained

XP
FINAL XP TOTAL

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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Item

Subtract this value from your gp value