



## 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 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

**APL 10**

max 1,350 XP; 2,300 gp

**APL 12**

max 1,575 XP; 3,300 gp

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

Has Completed  
**COR6-20 Shades of Grey**  
A Core Adventure  
Set in the Orcish Empire of the Pomarj

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

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

☛ **Tyrant's Favor:** For having helped him recover his lost property (either directly or indirectly) Turrosh Mak has cajoled his agents into recovering an item you've misplaced. Use this favor to gain "adventure" access to any single item on an AR to which you no longer have access (a single type of ammunition counts as a single item as does a scroll with multiple spells). The item chosen must appear in the lower box at the APL that you played or lower. Cross out this favor when used.

Adventure Access Item: \_\_\_\_\_

☛ **A New Day:** For having saved the defector from an execution you may choose one of the following three options:

- Access to upgrade any one *amulet of health*, *cloak of charisma*, *gloves of dexterity*, *headband of intellect*, or *periapt of wisdom* from +2 to +4 at standard cost.
- Core access to the following: *pearl of power* (1st-level, 2nd-level, 3rd-level), *longspoon thieves tools* (CV), *immovable rod*, *monk's belt*, and the *bane* (humanoid – orcs) weapon enhancement.

☛ **Stain of capture:** You have been taken into custody and for a number of weeks, tortured. Eventually brave adventurers manage to rescue you and your equipment. You immediately lose 10 Time Units and start your next adventure with only one quarter of your normal hit points.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ Weapon capsule retainer (Adventure; CV)
- ❖ Quicksparc and quickfrost capsules (Adventure; CV)
- ❖ Bracers of quickstrike (Adventure; MH)
- ❖ Lens of detection (Adventure; DMG)

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

- ❖ Mithral chain shirt (Core; DMG)
- ❖ +1 vest of resistance (Adventure; CA)
- ❖ Armbands of might (Adventure; CV)

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

- ❖ Quiver of Ehlonna (Core; DMG)

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

- ❖ +4 belt of giant strength (Core; DMG)
- ❖ +3 vest of resistance (Adventure; CA)
- ❖ +2 mithral chain shirt (Core; DMG)
- ❖ Ring of counterspells (Adventure; DMG)

#### APL 10 (all of APLs 2-8 plus the following)

- ❖ Boots of speed (Adventure; DMG)
- ❖ +4 amulet of health (Adventure; DMG)
- ❖ +1 maiming elven thin blade (Adventure; DMG)

#### APL 12 (all of APLs 2-10 plus the following)

- ❖ +6 belt of giant strength (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