



This Record Certifies that



Play Notes:

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

Adventure Record#

597 CY

**ADVENTURE
LEVEL OF
PLAY**
(CIRCLE ONE)

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR7-19 Wrath of the Slavelord
A Core Adventure
Set in the Domain of Greyhawk

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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

Pendant of Celene: This pendant is resplendent in its quality. A bright green tree with a large brown trunk seems to jump off it. When the pendant is worn openly any elf from Celene is initially considered friendly toward the wearer. The pendant also allows safe passage near the borders of Celene at any time.

Heroes of Safeton: Greyhawk City is proud to award this title to you to give all its citizens hope that there are still good folk in the world. While in Greyhawk City any lifestyle cost the PC has is picked up by the city. This means the PC can choose any lifestyle while in Greyhawk City and it will be free. This favor lasts for one year from the date on the AR. If during this time the PC is convicted of any crime in the Domain, they lose this favor. This favor does not pay any fines incurred by the PC.

Thanks of the Deathstalker: You saved Safeton from the malign plots of the slavelord Opi'Kel and Turin Deathstalker, governor of Safeton is thankful. While he gives you no gifts now, he might be predisposed to help you in the future. If you are a half-orc or kobold you cannot gain this favor – Turin hates all such creatures.

Greyhawk Informant: Staying true to one's word is having confidence about your beliefs. Greyhawk officials award you for first having warned them about the vile plans of Opi'Kel and now defeating this foul slavelord. In thanks, they offer to lend you – four times only – a non-consumable magic item if your adventure is set in the Domain of Greyhawk. The item must be picked from the DMG and must cost less than 2,000 gp. If you ever lose or break an item you borrowed, this favor immediately ends. The item borrowed must be returned at the end of the adventure.

Items Borrowed:
Additionally, if you are investigating a crime in Greyhawk City the city provides you with a free (nontransferable) weapon permit allowing you to carry and use normally illegal weapons within the city walls. This final part of the favor has no expiration date.

If you are convicted of a serious crime, however, such as murder, you lose all benefits of this favor.

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 4

- ❖ Hand of the mage (Adventure; DMG)
- ❖ Brooch of shielding (Adventure; DMG)
- ❖ Bag of holding type III (Adventure; DMG)
- ❖ Hat of disguise (Adventure; DMG)

APL 6 (all of APL 4 plus the following)

- ❖ Anklet of translocation (Adventure; Magic Item Compendium)
- ❖ Arcanist's gloves (Adventure; Magic Item Compendium)

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

- ❖ Cloak of thorns (Adventure; Magic Item Compendium)
- ❖ Boots of levitation (Adventure; DMG)
- ❖ Scroll of cone of cold (Adventure; DMG)
- ❖ Scroll of feeblemind (Adventure; DMG)

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

- ❖ Circlet of mages (Adventure; Magic Item Compendium)
- ❖ Iridescent ioun stone (Adventure; DMG)
- ❖ Scroll of acid fog (Adventure; DMG)
- ❖ Scroll of chain lightning (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