



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR8-02 Raiders of the Chaos Fields
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#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

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

Militia Service: You have beaten back a raiding party of Pomarji orcs and discovering vital clues about their future intentions. The Free City is grateful. As a reward, they grant you Core access to the following items (all from *Magic Item Compendium*): *daylight pellet*, *everfull mug*, *everlasting feedbag*, *everlasting rations*, *helm of battle*, and *magic bedroll*.

Additionally, they grant you Core access to the *bane (goblinoid)* and *bane (orc)* weapon special abilities.

Familiarity with the Buffer Zone: You have spent two weeks patrolling the buffer zone and, thus, have become familiar with its major landmarks and features. Consequently, you gain a +2 circumstance bonus to Survival checks while in the zone. Additionally, you gain a +2 circumstance bonus to Knowledge (geography), Knowledge (local: core), and Knowledge (nature), checks made about the land or inhabitants of the zone.

Gratitude of Conn: Conn (an influential follower of Zilchus) is very gratefully to you for saving his brother (and his family) from raiding orcs of the Black Skull tribe. To show his appreciation, Conn provides you with Core access to the following scrolls (all from *Spell Compendium*):

Arcane: *scroll of shock and awe* (CL 1; 25 gp), *scroll of remove scent* (CL 1; 25 gp), *scroll of burning sword* (CL 3; 150 gp), *scroll of shadow radiance* (CL 3; 150 gp), and *scroll of deeper darkvision* (CL 5; 375 gp).

Divine: *scroll of moon lust* (CL 1; 25 gp), *scroll of healthful rest* (CL 1; 25 gp), *scroll of iron silence* (CL 3; 150 gp), *scroll of quick march* (CL 3; 150 gp), and *scroll of mass aid* (CL 5; 375 gp).

You may purchase as many copies of these scrolls as you desire.

Mysterious Benefactor: At APL 6 and above, a mysterious benefactor hears of your good work in the Pomarj. As a reward, he makes available to you *sandals of the light step* from the *fleet warrior's array* (MIC).

TU

Starting TU

TU

TU Cost

- TU

Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- ❖ *Least crystal of illumination* (Core; *Magic Item Compendium*; 100 gp)
- ❖ *Least crystal of return* (Core; *Magic Item Compendium*; 300 gp)
- ❖ *Least truedeath crystal* (Core; *Magic Item Compendium*; 1,000 gp)
- ❖ *Least fiendslayer crystal* (Core; *Magic Item Compendium*; 1,000gp)
- ❖ *Wand of doom* (6 charges) (Any; DMG; 90 gp)

APL 4 (all of APL 2 plus the following)

- ❖ *Javelin of lightning* (Any; DMG)

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

- ❖ *Pearl of power* (1st-level) (Core; DMG)

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

- ❖ *Horn of fog* (Any; DMG)
- ❖ *Elemental gem* (Core; DMG)

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

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

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