



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
COR8-07 Celebrations
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

Home Region

Adventure Record#

598 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

☛ **Zagy's Serendipity:** "Save vs. Rods, Staffs, and Wands" because Zagyg's blessing are on you! The next time you roll a 1 on a d20, that roll counts as if it were a 20. The effect is automatic and only manifests once.

☛ **Favor of the Circle of Eight:** Before fleeing the city, Otto declared you to be "fortitudinous" which he assures you is a good thing. Jallarzi is particularly grateful for your timely assistance in a bloody affair. You also receive Core access to any item listed in the Item Access box marked thus: "8". If you failed your mission, however, you lose access to one item at each APL. (You may choose which item to cross off.)

☛ **The Streets Run with Blood:** The following Oligarchs died at the Centennial Celebrations in the City of Greyhawk (circle all that apply): Glodreddi Bakkanin, Stimtrin Cannsay, Nerof Gasgal, Carmen Halmaster, Gerda Hollardel, Eritai Kaan-Ipzirel, Vesparian Lanfanel, Cariel Mansharn, Nicholi Nortoli, Otto, Jallarzi Sallavarian, Silas Steamgem, Talasek Thraydin.

☛ **Dwarves Pay Their Debts:** You have helped Glodreddi Bakkanin and Stimtrin Cannsay and they grumble their thanks. You gain a +2 bonus to your highest affiliation score.

☛ **Accused of High Crimes:** You have been accused of high crimes in the City of Greyhawk. Consequently, the City Watch and the Guild of Nightwatchmen are actively searching for you. You may be able to remove this AR item in future adventures. This has the following detrimental effects:

- You suffer a -10 penalty to your affiliation score with every affiliation except the Thieves' Guild.
- For every round of adventure set in the Domain of Greyhawk, you must spend 100 gp x APL in bribes and disguises to avoid the authorities.

☛ **Thanks of Eritai Kaan-Ipzirel:** You have helped Eritai Kaan-Ipzirel and she is grateful. You gain a +2 bonus to your affiliation score with the Church of St. Cuthbert.

☛ **Certificate of Mayoral Appreciation:** You have saved Nerof Gasgal's life. Consequently, his office gifts you this certificate of appreciation. You gain a +2 bonus to your highest affiliation score.

☛ **Arrested!** You have run afoul of the Greyhawk City Watch. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to half the adventure's treasure cap (at the APL you played) to avoid imprisonment.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Pearl of power (1st-level) (Adventure; DMG)
- ❖ Stone of alarm⁸ (Core; DMG)
- ❖ Chime of opening⁸ (Core; DMG)

APL 4 (all of APL 2 plus the following)

- ❖ Lesser silent metamagic rod (Adventure; DMG)
- ❖ Robe of useful items⁸ (Core; DMG)
- ❖ Slippers of spider climbing⁸ (Core; DMG)

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

- ❖ Immovable rod⁸ (Core; DMG)
- ❖ Gem of brightness⁸ (Core; DMG)

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

- ❖ Ring of force shield⁸ (Core; DMG)
- ❖ Scabbard of keen edges⁸ (Core; DMG)

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

- ❖ Ring of minor energy resistance⁸ (Core; DMG)
- ❖ Staff of healing⁸ (Core; DMG)

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

- ❖ Ring of invisibility⁸ (Core; DMG)
- ❖ Horn of blasting⁸ (Core; 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

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