



This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Completed
Circle of Sin
A Core Adventure
Set in The Free City of Greyhawk

Play Notes:

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

Adventure Record#

593 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Home Region _____

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

APL 2
max 450 xp; 400gp

APL 4
max 675 xp; 600gp

APL 6
max 900 xp; 800gp

APL 8
max 1,125 xp; 1,250gp

APL 10
max 1,350 xp; 2,100gp

APL 12
max 1,575 xp; 3,000gp

Favour of the Sin Eater: You have earned the Favor of Pholemius Brightmantle, the Sin Eater. This Favor may be used one of two ways: -

- Once, as a free action, you may activate the Favor of the Sin Eater to gain a +10 circumstance bonus to any Will Save. This favor must be activated before the roll is made.
- The Sin Eater shall pray for Pholtus's blessings to speed you on your way along the One True Path. Your next Core or Cross-Regional Living Greyhawk scenario shall cost only 1 TU per round

Favor of the Temple of Pholtus and the Temple of Trithereon: In any scenario set in the Free City of Greyhawk the PC may have one 1st or 2nd level spell cast for them by one of these Temples. Each additional favor used will raise the levels of spells available by 1 level (Max 6th level spells).

The DM should sign off which temple you choose to visit as this may have a bearing on future scenarios.

Temple where favor was redeemed:
(Trithereon/Pholtus).

Score through once used.

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 2

❖ *Potion of protection from elements (fire)* (Any; DMG)

APL 4 (all of APL2 plus the following)

❖ *Pearl of power (1st)* (Any; DMG)
❖ *Bead of force* (Adventure; DMG)

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

❖ *Pearl of power (2nd)* (Any; DMG)

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

❖ +2 *cloak of resistance* (Any; DMG)

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

❖ +2 *greatsword* (Any; DMG)

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

❖ +3 *greatsword* (Any; 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

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

Items Sold

Total Value of Sold Items

Add 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value