

Living Greyhawk

This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR7-20 Murder in the River Quarter
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#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

☛ **Gift from Tomlinn Pebblestone:** For helping to further unravel the mysteries surrounding the Cult of Iuz in the Free City, Tomlinn has arranged for the PC to receive free Rich upkeep in the next four Core adventures set in the Domain of Greyhawk. This upkeep includes free licenses and automatically friendly results on any bribe attempts with the City Watch.

☛ **Favor of the Embalmers and Gravediggers Guild:** For helping to clear their name of any wrong-doing, the guild has arranged Core access to *gravedust* and *bloodwine* (Libris Mortis), *liquid sunlight* (Complete Scoundrel) and longspoon thieves tools (Complete Adventurer).

☛ **Favor of Lemajen Sterrich:** For destroying the Cult of Iuz's necromantic smuggling activity, Lemajen has arranged Open access to one of the following armor upgrades from the Magic Item Compendium: axeblock, hammerblock, or spearblock.

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

☛ **Favor of the Furyondy Ambassador:** For solving the murder of Furyondian citizens in Greyhawk, the Furyondy Ambassador has arranged Open access to one of the following weapon upgrades: bane (undead), bane (evil outsiders), bane (orc) or sacred (Libris Mortis). Alternatively, the PC may gain access to one of the following spells from *Spell Compendium*: *ray of clumsiness*, *protection from negative energy*, or *sheltered vitality*. Only one benefit may be chosen. Cross this favor off when used.

☛ **Braknor Vorreth's Spellbook:** This small traveling tome, bound in human skin, contains the following spells (Frequency: Adventure; cost varies, see below)

APL 2: 0—*detect magic*, *disrupt undead*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*; 1st—*burning hands*, *grease*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*flaming sphere*, *glitterdust*, *mirror image*, *scorching ray*. (2,100 gp).

APL 4: The above plus 2nd—*touch of idiocy*, *web*; 3rd—*dispel magic*, *fireball*. (3,100 gp).

APL 6: The above plus 3rd—*vampiric touch*, *wind wall*; 4th—*enervation*. (4,100 gp).

APL 8: The above plus 3rd—*stinking cloud*; 4th—*Evard's black tentacles*, *dimension door*, *improved invisibility*, *wall of fire*. (6,000 gp).

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

- ❖ *Memento magica* (1st-level, Core; MIC).
- ❖ Mithril shirt (Adventure; DMG)

APL 8 (all of APL 2 plus the following)

- ❖ +1 keen great falchion (Adventure; 8,400 gp; DMG)
- ❖ Healing belt (Adventure, MIC)

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