



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Nine Lives

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 450xp; 400gp

APL 4

max 675xp; 600gp

APL 6

max 900xp; 800gp

APL 8

max 1,125xp; 1,250gp

APL 10

max 1,350xp; 2,100gp

Rescued Wifflepurr: Fonkin was so happy at getting Wifflepurr back that he will make potions for the PC. Each Core module that the PC plays, he may purchase any one potion up to 900 gp in value. The PC pays full market price for the item.

Saved Fonkin's Spellbook: With the retrieval of Fonkin's spellbook, the gnome offers to craft certain items for the PCs. They get access to the following (but must still pay full price for):

APL 2: Spool of endless rope (*Song and Silence* p 58).

APL 4: Mechanical burglar type I (*Song and Silence* p 55).

APL 10: Barricade buckler (*Song and Silence* p 55).

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 heroism* (Any; CL 5th; DUNGEON MASTER'S Guide).

❖ *Spool of endless rope* (Any; CL 9th; *Song and Silence*).

APL 4 (all of APL2 plus the following)

❖ *Mechanical burglar type I* (Any; *Song and Silence*).

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

❖ *Oil of daylight* (Any; CL 5th; DUNGEON MASTER'S Guide).

❖ *Potion of displacement* (Any; CL 5th; DUNGEON MASTER'S Guide).

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

❖ *Potion of water breathing* (Any; CL 5th; DUNGEON MASTER'S Guide).

❖ *Potion of good hope* (Any; CL 5th; DUNGEON MASTER'S Guide).

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

❖ *Barricade buckler* (Any; CL 5th; *Song and Silence*).

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 ½ this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value