



This Record Certifies that



Play Notes:

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



Adventure Record#

596 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

APL 14

max 3,600 XP; 13,200 gp

APL 16

max 4,050 XP; 19,800 gp

by _____
Player _____ RPGA # _____

Has Completed
CORS6-02 Pits of Azak-Zil

A Core Special Adventure
Set in the Empire of the Bright Lands

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Favor of Clan Highforge: In exchange for your unwavering loyalty, the dwarves grant you Core access to one armor or weapon upgrade of your choice from tables 7—5, 7—6, 7—14 or 7—15 in the *DMG*. Additionally they make the following special materials available to you: adamantite, mithral and starmetal. You may forge up to three items—weapon, shield, or armor—to which you have access from the materials below. Alternately, you can use the starmetal ingot three times to satisfy the starmetal dependency feature of the Green Star Adept prestige class (CA 41). (Such use counts as creating one item for each starmetal dependency satisfied).

Mithral Ingot: ☐☐

Adamantine Ingot: ☐☐

Green Starmetal Ingot: ☐☐

Standard LIVING GREYHAWK rules apply and you must pay all normal costs for all the above rewards.

Returning the Diary: You found Breant Wintnan's diary in the Upper Mine office and have returned it to the dwarf Gillius Ravensclaw. In return, he invites you to become a stoneblessed. If you wish to become a stoneblessed, you must take up this invitation within 12 months of the date on this AR.

Favor of Rary: You have satisfied the needs of Rary and furthered his cause. In gratitude, Rary grants you Core Access to any one wondrous item from table 7—29 in the *DMG*. You must indicate the item you desire (but not necessarily buy it) within 1 year of the date on this AR. You must pay all normal cost and all usual Living Greyhawk restrictions apply.

Core Access: _____

Favor of Lady Karistyne: You have thwarted evil and obeyed the lady paladin's orders. In exchange, she grants you Core access to the following items: *manual of gainful exercise* +2, *manual of quickness of action* +2, *manual of bodily health* +2, *tome of clear thought* +2, *tome of leadership and influence* +2, *tome of understanding* +2. You may only buy two of these.

Blessing of the Windthrop Family: Returning Brassus Windthrop's final letter to his family gains you this blessing. One time only (as a spell-like ability), calling out "in the name of the Windthrop Family and Mighty Jascar" grants you a *protection from evil* spell (CL 20th.)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ Belt of dwarvenkind (Adventure; *DMG*).
- ❖ Goggles of night (Adventure; *DMG*)
- ❖ Bag of blasting pellets (Adventure; *RoS*; 25 gp per bag).
- ❖ Ioun stone, dark blue rhomboid (Adventure; *DMG*)
- ❖ Gauntlet of rust (Adventure; *DMG*)
- ❖ Shifter's sorrow (Adventure; *DMG*)
- ❖ Lion's shield (Adventure; *DMG*)
- ❖ +1 heavy plate armor (Adventure; *DMG*)
- ❖ +1 vicious thinaun dagger (Adventure; *DMG*)
- ❖ Cloak of resistance +3 (Adventure; *DMG*)
- ❖ Belt of dwarvenkind (Core; *DMG*)
- ❖ Belt of giant strength +4 (Core; *DMG*)

APL 12 (all of APL10 plus the following)

- ❖ Medallion of thoughts (Adventure; *DMG*)
- ❖ Lyre of building (Adventure; *DMG*)
- ❖ Flame tongue (Adventure; *DMG*)
- ❖ Dwarven plate armor (Adventure; *DMG*)

APL 14 (all of APLs 10-12 plus the following)

- ❖ Belt of giant's strength +4 (Adventure; *DMG*)
- ❖ Stone of good luck (Luckstone) (Adventure; *DMG*)
- ❖ Periapt of wound closure (Adventure; *DMG*)
- ❖ Figurine of wondrous power (onyx dog) (Adventure; *DMG*)
- ❖ +2 dwarven waraxe (Adventure; *DMG*)
- ❖ Winged shield (Adventure; *DMG*)

APL 16 (all of APLs 10-14 plus the following)

- ❖ Bracelet of fiends (Adventure; *DMG*)
- ❖ Horn of blasting (Adventure; *DMG*)
- ❖ Celestial armor (Adventure; *DMG*)
- ❖ Bracers of armor +7 (Adventure; *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

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