

Ability Drained Died This Record Certifies that Was raised/res'd Was reincarnated Played by Player RPGA# Home Region Has Completed Nine Lives Event: Date: A Core Adventure DM: Set in The Free City of Greyhawk Signature RPGA# 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 APL 4: Mechanical burglar type I (Song and Silence p 55). **APL 10**: Barricade buckler (Song and Silence p 55). Lifestyle ITEMS FOUND DURING THE ADVENTURE Cross off all items NOT found Starting TU Standard (12 gp x TU) Rich (50 gp x TU) APL 2 Luxury (100 gp x TU) 2 TU \*Potion of heroism (Any; CL 5<sup>th</sup>; DUNGEON TU Cost Lifestyle Cost MASTER'S Guide). ❖ Spool of endless rope (Any; CL 9<sup>th</sup>; Song and Silence). Other Coin Spent Added TU Costs **APL 4** (all of APL2 plus the following) Total Coin Spent ❖ Mechanical burglar type I (Any; Song and Silence). Items Sold **APL 6** (all of APL 2-4 plus the following)

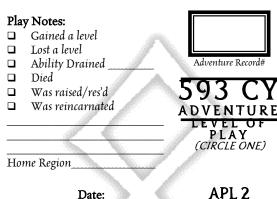
❖Oil of daylight (Any; CL 5<sup>th</sup>; DUNGEON MASTER'S TU REMAINING ❖ Potion of displacement (Any; CL 5<sup>th</sup>; DUNGEON XP MASTER'S Guide). Total Value of Sold Items Starting XP APL 8 (all of APLs 2-6 plus the following) Add ½ this value to your gp value XP ❖ Potion of water breathing (Any; CL 5<sup>th</sup>; DUNGEON MASTER'S Guide). XP lost or spent

❖ Potion of good hope (Any; CL 5<sup>th</sup>; DUNGEON

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

❖ Barricade buckler (Any; CL 5<sup>th</sup>; Song and Silence).

MASTER'S Guide).



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

Starting GP GP Spent GP Subtotal GP GP Gained Subtotal GP GP Gained Items Bought GP Subtotal GP GP Spent Total Cost of Bought Items Subtract this value from your gp value

FINAL XP TOTAL

Subtotal

XP Gained

XP

XP

XP