



This Record Certifies that



Play Notes:

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

Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

played by
Player RPGA #

Has Completed
COR4-17 Real Hero Blues
A Core Adventure
Set in the Hold of the Sea Princes

Event: Date:

DM: Signature RPGA #

APL 8
max 1,125 XP; 1,300 gp

APL 10
max 1,350XP; 2,300 gp

APL 12
max 1,575 XP; 3,300 gp

APL 14
max 1,800 XP; 6,600 gp

APL 16
max 2,025 XP; 9,900 gp

Curse of the Idol: The idol's dying curse has afflicted the PC with the equivalent of a dreadful wasting disease. While this curse is in effect the PC heals naturally at 1/3 the normal rate and steadily loses weight. For each TU spent beyond this adventure, the PC loses one point each of Strength and Constitution, with losses assessed at the end of the adventure. These losses cannot be restored by any normal means while the curse is in effect. Only a remove curse by a 16th level or higher caster can break this curse.

Palanor: This paladin of 6th level or greater has proven worthy of claiming Palanor, Gerardann's former bonded mount, as his or her bonded mount. Palanor has an Intelligence of 10 and can speak telepathically to his chosen owner but otherwise conforms to the normal stats for a bonded celestial warhorse. This paladin must spend one additional TU to assimilate to Palanor and takes half xp and gp for the adventure.

Enemy of the Dark Powers: This PC has twice thwarted the workings of the Dark Powers in their efforts to regain a foothold in the Flanaess. The Dark Powers do not quickly forget or forgive such interference.

Sash of the Healer: This decorative sash, which takes up the belt slot when worn, gives the wearer a +5 competency bonus to all Heal checks. A wearer who is a divine spellcaster may also use it to empower three healing spells per day of up to 3rd level, just as if she had prepared the spells with the Empower Spell feat. This is a use-activation device, although casting the spell provokes an attack of opportunity as normal.

Strong conjuration; CL 17th; Craft Wondrous Items, Empower Spell, cure serious wounds; Price 9,000 gp.

Sword of Gerardann: This +2 adamantite longsword has a holy symbol of Heironeous set into its cross guard, and so can be used as a divine focus by a worshiper of Heironeous. It may be upgraded with holy at the end of any Core adventure beginning or ending in the domain of Greyhawk for half the normal cost (12,000 gp instead of 24,000 gp).

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, holy smite, creator must be good; Price 11,015 gp.

Favor of Kalinin: Through Kalinin's connections the PC has access to all starred magic items listed below.

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 8

- +1 chain shirt barding (Adventure, CL 3rd, DMG)
sash of the healer (Adventure, CL 17th, DMG)
+2 cloak of resistance (Core, CL 8th, DMG)
wand of magic missiles (Core, CL 3rd, DMG)
Quaal's feather token: whip (Core, CL 12th, DMG)
goggles of minute seeing (Core, CL 3rd, DMG)

APL 10 (all of APL 8 plus the following)

- Wand of cure light wounds (Adventure CL 5th, DMG)
+2 greatsword (Adventure, CL 8th, DMG)
+2 full plate (Adventure, CL 8th, DMG)
+1 shield, bashing (any size, metal or wooden; Core, CL 8th, DMG)
scroll of summon monster V (Core, CL 9th, DMG)
lens of detection (Core, CL 9th, DMG)
pearl of power (3rd level; Core, CL 17th, DMG)

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

- +2 lance (Adventure, CL 8th, DMG)
+1 mithral full plate (Adventure, CL 5th, DMG)
Boccob's blessed book (Core, CL 7th, DMG)
boots, winged (Core, CL 5th, DMG)

APL 14 (all of APL 2-12 plus the following)

- +2 chain shirt barding (Adventure, CL 8th, DMG)
+2 mithral full plate (Adventure, CL 8th, DMG)
lesser rod of metamagic: empower (Adventure, CL 17th, DMG)
+1 holy adamantite sword (any sword type; Core, CL 7th, DMG)
minor ring of energy resistance: fire (Core, CL 3rd, DMG)
ring of spell storing, minor (Core, CL 5th, DMG)

APL 16 (all of APL 2-14 plus the following)

- rod of metamagic: empower (Adventure, CL 17th, DMG)
+3 mithral full plate (Adventure, CL 11th, DMG)
dusty rose ioun stone (Adventure, CL 12th, DMG)
+6 headband of intellect (Adventure, CL 8th, DMG)
pearl of power (4th level; Core, CL 17th, 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 1/2 this value to your gp value

Items Bought

Total Cost of Bought Items

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 Subtotal

GP FINAL GP TOTAL