



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
COR5-02 The Voice of Reason
A Core Adventure
Set in the Solnor Compact

Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

Adventure Record#

595 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

Special Note: PCs playing at APLs 10-14 also potentially gain access to all relevant items found during the adventure and special items and favors listed in this box on the APL 2-8 AR.

Welcome to Rel Astra: Rel Astra is a merchant city, and prices are never more competing than in this port. With proper introductions by one of Drax' officials, anything can be bought for a much lower price.

Whenever the PC desires to buy something, he can instead choose to buy his item of choice from the merchants of Rel Astra. This results in a discount of 10% to the item bought, but involves traveling, which costs one additional TU at the time the item is bought.

This favor lasts for the remainder of this game year, after which the PC's contact is promoted to another post.

Aerdie Herouges Epapt: This book describes the long and involved history of the noble houses of the Great Kingdom of Northern Aerdy. Whenever it is used as a reference, it grants a +2 circumstance bonus to Knowledge (nobility & etiquette) or Knowledge (history) checks.

Cost: 800 gp.

Aid to Darkness: For aiding the vampire Rocx, you have received a medallion with the skull and bones symbol of the Bleak Academy. When worn openly, this non-magical amulet grants a +2 circumstance bonus on any interaction checks made with intelligent undead, necromancers, and death priests. It gives a -2 penalty on these checks with any member of an order or priesthood that fights undead.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ +1 flaming greatsword (Adventure, DMG), 8,350 gp
- ❖ rhino hide (Adventure, DMG), 5,165 gp
- ❖ chain shirt +1, large (Adventure, DMG), 1,350 gp
- ❖ +1 keen rapier (Adventure, DMG), 8,320 gp
- ❖ +1 spell storing scimitar (Adventure, DMG), 8,315 gp

APL 12 (all of APL 10 plus the following)

- ❖ belt of giant strength +4 (Adventure, DMG), 16,000 gp
- ❖ full plate +2 (Adventure, DMG), 5,650 gp
- ❖ heavy steel shield +2 (Adventure, DMG), 4,170 gp
- ❖ large chainmail armor +1 (Adventure, DMG), 1,450 gp
- ❖ slick leather armor +1 (Adventure, DMG), 4,910 gp
- ❖ pearl of power (1st level) (Adventure, DMG), 1,000 gp
- ❖ scroll of baleful polymorph (Core, DM), 1,1215 gp

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

- ❖ +2 longsword (Adventure, DMG), 8,315 gp
- ❖ gloves of dexterity +4 (Adventure, DMG), 16,000 gp
- ❖ large +1 greatclub (Adventure, DMG), 2,300 gp
- ❖ pearl of power (2nd level) (Adventure, DMG), 4,000 gp
- ❖ +2 scimitar (Adventure, DMG), 8,315 gp
- ❖ spiked full plate +2 (Adventure, DMG), 5,700 gp
- ❖ staff of charming (Adventure, DMG), 16,500 gp

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 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
FINAL GP TOTAL

TU
Starting TU

4 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