



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 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

by _____ Played _____

Player _____ RPGA # _____

Has Completed

COR6-11 Return to the Storm Tower

A Core Adventure

Set in the Orcish Empire of the Pomarj

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

‡ **Essence of the Armory:** You drew upon the essence of the Armory beneath the Storm Tower and have learned a ritual to improve your combat prowess. If you have a Base Attack Bonus of +5 or more and proficiency in all martial weapons (even if you didn't meet these requirements at the time this adventure was played), you may perform a short ritual with a single weapon with which this character is proficient. You gain a +2 bonus on all damage rolls with the specific weapon used in the ritual for the next 24 hours.

If the weapon used in the ritual is the Storm Tower Spear (see below), this damage bonus is +4 instead. This ability can be used six times, after which time the knowledge of the ritual fades from your mind. Mark uses of this ability here: [] [] [] [] [] []

‡ **Boon of the Dweller on the Horizon:** You gain the use of a power similar to the Travel domain's granted power. For a duration of 1 round, you may act normally regardless of magical effects that impede movement, as if affected by the spell *freedom of movement*. Unlike the Travel domain granted power, the character must consciously enact the use of this power as a purely mental immediate action. This boon may only be used once and should be marked off when used.

If you are or become a cleric of Fharlanghn, you also gain access to the Far Horizons feat from *Races of Destiny*. Learning the feat does not expend the favor and you may learn the feat even if you have used the boon listed above.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ The Storm Tower Spear, adamantite longspear (Adventure; DMG; 3,005 gp).
- ❖ Boots of striding and springing (Core; DMG; 5,500 gp).
- ❖ Cape of the mountebank (Core; DMG; 10,080 gp).
- ❖ Ring of climbing (Core; DMG; 2,500 gp).
- ❖ Ring of swimming (Core; DMG; 2,500 gp).

APL 4 and 6 (all of APL2 plus the following)

- ❖ The Storm Tower Spear, +1 adamantite longspear (Adventure; DMG; 5,005 gp).

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

- ❖ +1 ghost touch greatsword (Adventure; DMG; 8,350 gp).

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

- ❖ Large +1 battleaxe (Adventure; DMG; 2,320 gp).
- ❖ Large +1 chain shirt (Adventure; DMG; 1,350 gp).
- ❖ +1 defending dagger (Adventure; DMG; 8,302 gp).

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

- ❖ The Storm Tower Spear, +1 vicious bane (constructs) adamantite longspear (Adventure; DMG; 21,005 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 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