



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)

Played by Player RPGA #

Has Completed COR6-15 The Shrouded Shores of Abanfyl (APL 14-16) A Core Adventure Set in the Duchy of Tenh

Home Region

Event: Date:

DM: Signature RPGA #

APL 14

max 3,600 XP; 13,200 gp

APL 16

max 4,050 XP; 19,800 gp

PCs participating in this adventure receive both ARs.

Nauskiree-Bone Spear: This magical spear was made from the femur of a nauskiree, a long-legged northern monster. It weighs as much as a normal spear, but it is as strong as steel (hardness 10 and 30 hit points before bonuses for magic) and is not susceptible to effects that target wood or metal (warp wood, rust, etc.).

Such a weapon earns respect or fear from the folk of the North. A PC showing the spear receives a +2 circumstance bonus on Diplomacy and Intimidate checks against residents of Stonehold or Blackmoor, the Rovers of the Barrens, or the northern Suel barbarians.

Eri-laes's Spellbook: The eldritch Stonehold spellcaster kept her spells in this book, which is encased in a matched pair of remorhaz plates and has pages made of thin frost-worm hide. It includes several sections, which can be bought separately.

Spellbook I (APL 8+): 1st—alarm, comprehend languages, mage armor, shield, true strike; 2nd—blur, false life, resist energy, see invisibility; 3rd—dispel magic, magic circle against chaos/evil/good/law, protection from energy, vampiric touch; 4th—dimension door, enervation, stoneskin. Cost 1,850 gp.

(Cont)

Spellbook II (APL 10+): 3rd—fly; 5th—airy water (Stormwrack), dismissal, telekinesis. Cost 900 gp.

Spellbook III (APL 12+): 1st—color spray, protection from chaos/evil/good/law; 5th—Rary's telepathic bond; 6th—disintegrate, greater dispel magic. Cost 950 gp.

Spellbook IV (APL 14+): 2nd—blindness/deafness; 4th—lesser globe of invulnerability; 5th—teleport; 6th—mass bear's endurance; 7th—greater arcane sight, spell turning. Cost 1,350 gp.

Spellbook V (APL 16): 6th—globe of invulnerability; 7th—waves of exhaustion; 8th—moment of prescience, prismatic wall. Cost 1,450 gp.

TU Starting TU

4 TU TU Cost

- TU Added TU Costs

TU REMAINING

ITEMS FOUND DURING THE ADVENTURE

- APL 14 (all of APL 8-12 plus the following)
+2 mithral chain shirt (Adventure; DMG)
+1 animal bane greataxe (Adventure; DMG)
Minor ring of cold resistance (Adventure; DMG)
Improved ring of jumping (Adventure; DMG)
Lesser bracers of archery (Adventure; DMG)
Pale blue rhomboid ioun stone (+2 Str) (Adventure; DMG)
Robe of the archmagi (black) (Adventure; DMG)
APL 16 (all of APL 8-14 plus the following)
+3 mithral chain shirt (Adventure; DMG)
Ring of evasion (Adventure; DMG)
Bracers of armor +5 (Adventure; DMG)

XP Starting XP

- XP XP lost or spent

XP Subtotal

+ XP XP Gained

XP FINAL XP TOTAL

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

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

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