



This Record Certifies that

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



Play Notes:

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

Home Region _____



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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.

Erilae'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

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 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)

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