



This Record Certifies that

Played by \_\_\_\_\_
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed COR6-19 Heir Aberrant

A Core Adventure Set in the Domain of the Free City of Greyhawk

Play Notes:

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

Adventure Record#

596 CY ADVENTURE

Home Region \_\_\_\_\_

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

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature \_\_\_\_\_

RPGA # \_\_\_\_\_

Recognition of the Red Fang Lizardfolk: For winning the respect of the Red Fang, you gain Core access to the items below marked with an L.

Treant's Thanks: For befriending the treant and saving him from madness you gain Core access to the items below marked with a T.

Favor of the new Masginnian: The woman you rescued shares a little forbidden knowledge from her library with you. You gain "Any" access to one of the following spells or feats from Lords of Madness.

Spells: arms of plenty, detect aberration, invoke the cerulean sign, nature's purity, pox, probe thoughts, undulant innards.

Feats: Aberration Bane Magic, Aquatic Spellcasting, Darkstalker, Music of the Outer Planes, Parrying Shield, Quick Recovery, Ocular Spell.

Vest of Timely Undulation (Gift of Doatzys): This tsochar-hide vest feels slick and slightly oily to the touch. When worn (it fills the vest slot) you may use an immediate action to cast undulant innards (Lords of Madness 213) with a range of personal and a duration of one round. Once used in this manner the vest's magic is spent and it cannot be repaired.

Faint Transmutation; CL 5th; undulant innards; Price 1,125gp; Weight 1 lb.

Encounter with the Psuedonatural: You have met the special requirement for the alienist prestige class.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 2

- Vest of timely undulation (Adventure; see above)
Masterwork duomL (Adventure; A&EG)
Masterwork bone armorT (Adventure; A&EG)
Safewing emblemT (Adventure; RoW)
Wildwood full plateT (Adventure; RoW)
Wand of stolen breath (Adventure; SC; CL 3, 7 charges, 630 gp)
Scroll of stolen breath (Adventure; SC)

APL 4 (all of APL2 plus the following)

- +1 wildwood full plateT (Adventure; RoW)
Wand of stolen breath (Adventure; SC; CL 8, 10 charges, 2,400 gp)

APL 6 (all of APLs 2-4 plus the following)

- +1 buoyant wildwood full plateT (Adventure; RoW & Sw)

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

- Ring of magic fangT (Adventure; A&EG)

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

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 Item

Subtract this value from your gp value