



This Record Certifies that



Play Notes:

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

Adventure Record#

597 CY

ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
COR7-04 *A Freak of Nature*  
**A Core Adventure**  
**Set in the Domain of Greyhawk**

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

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

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

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

• **Arrested!** You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay an amount equal to the treasure cap of this adventure (at the APL you played) to avoid imprisonment.

• **Access to Contemplative:** You have had a direct contact with Beory, the Oerthmother, and may take the Contemplative prestige class.

• **Favor of Kinderly the Yarrow:** The druid Kinderly the Yarrow is extremely grateful for your rescue from a demonic horror. She uses her influence among the Old Faith to have one suit of armor crafted out of wildwood (*Races of the Wild*) for you. This favor counts as access only, and you must pay standard market value for the item. Mark this favor as used when consumed.

• **Mistletoe is Poisonous:** Because you were enchanted – or for some other bizarre reason – you have spent time with Mistletoe, an Unseelie dryad. You lose one TU before she bores of you and sends you away. You begin your next adventure with subdual damage equal to half your total number of hit points. This damage can be healed normally, but it itches fiercely until then.

• **Shadow Nodule:** This small nugget of coalesced shadow can serve as an optional material component for necromancy spells. When used, it has a 50% chance of increasing the spell's effective caster level by 2. The nodule is consumed whether or not it has any effect. (MM IV 127)

• **Stammel's Alaunt:** For your service to Mardin's Field, Stammel will sell you one (and only one) of his prized alaunts for 600 gp. They have the statistics of a War Mastiff (*Heroes of Battle* 157) and come trained with any six tricks you desire.

• **Yarpick Thorn:** For slaying the beast in the Gnarley, the woodcutters in Mardin's Field give you a yarpick thorn that can be made into any one piercing weapon. This weapon has the same characteristics of a normal weapon but is made of wood. This counts as access only, and you must pay standard market value for the item. Mark this favor as used when consumed.

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

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 2**

- ❖ Wand of lesser vigor (Adventure; *Spell Compendium*; 750 gp)
- ❖ +1 vicious morningstar (Adventure; DMG; 8,308 gp)
- ❖ Quaal's feather token tree (Adventure; DMG)
- ❖ Pearl of power (1st-level) (Adventure; DMG)

**APL 4** (all of APL2 plus the following)

- ❖ Rod of lesser extend (Adventure; DMG)

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

- ❖ Shadow nodule (Adventure; see above; 1000 gp)
- ❖ Darkwood shield (Adventure; DMG)

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

- ❖ Gloves of missile snaring (Adventure; DMG)
- ❖ Druid's vestments (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 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