



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
COR7-14 The Densac Queen
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

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

Apprentice Spellbook: You've gained access to a beginner's tome of magic. It contains the following spells:
0—daze, detect magic, light, mage hand, mending, message, ray of frost, read magic, touch of fatigue; 1st—comprehend languages, disguise self, erase, mage armor, magic missile, sleep, unseen servant; 2nd—resist energy, invisibility.

Blacksmith's Thanks: You set his son straight, so Zavin grants you Open access to the following armor special abilities from Dungeonscape: swarmguard armor, durable armor, restful armor.

Affiliation Score Gained/Lost: You have gained/lost \_\_\_ points with the \_\_\_ affiliation. If you are affiliated with more than one group, add extra notes in notes section detailing you gain or loss.

Mission Accomplished: The wagons made it to Safeton on time. Zulern and your affiliation thank you. As a reward, they command the Domain's best cobblers to give you Open access to boots of sidestepping (Dungeonscape).

Room and Board in Highport: You've gained the deed to a townhouse in the Pomarji city of Highport. Parts of the document can be easily faked, granted you a place to stay until some local officials catch on. The next ten adventures (not adventure rounds) taking place in either the Pomarj or the Wild Coast cost 1 less TU (minimum of 1).

Banished the Demons: You stopped an evil menace from terrorizing the countryside, but will anyone believe your story after all those drinks? Perhaps someone will later...

Sucked into a Vortex: You did not escape the Densac Queen quickly enough and have been sucked onto another plane. If you do not have the means to return home, you must pay 6 TU and 1,000 gp to return to Oerth.

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 enlarge person (10 charges) (Any; 150 gp; DMG)
Wand of false life (10 charges) (Any; 900 gp; DMG)
Apprentice's Spellbook (Adventure; 2,000 gp; see above)

APL 4 (all of APL 2 plus the following)

- Horn of fog (Adventure; DMG)
Pearl of power (1st-level) (Any; DMG)

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

- Hat of disguise (Adventure; DMG)
Ring of counterspells (Core; DMG)

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

- Boots of levitation (Adventure; DMG)
+1 dislocator longspear (Adventure; 2,305 gp; Magic Item Compendium)
Pearl of power (2nd-level) (Any; DMG)

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

- Horseshoes of a zephyr (Adventure; DMG)
+1 merciful dislocator longspear (Adventure; 8,305 gp, Magic Item Compendium)
Pearl of power (3rd-level) (Any; DMG)

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

- Boots of speed (Adventure; DMG)
Lesser metamagic rod of empower (Adventure; DMG)
Ring of spell storing (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 1/2 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 Subtotal

GP FINAL GP TOTAL