



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR8-04 Bridge Over Svartjet
A Core Adventure
Set in the March of Sterich



Play Notes:

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

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 14
max 1,800 XP; 6,600 gp

Bettulos' Blessing from Beyond: If you had Bettulo's Dying Curse from CORS3-01 *Assault on the Vault* and you helped kill Yeresk the Crimsoneye, the curse is reversed. The next three times you roll a natural 1 on a d20 treat it as if you rolled a natural 20.

Song of the Starchild: Because you heard the Starchild sing, you have access to the "Seeker of the Song" prestige class (*Complete Arcane*).

Yeresk's Spellbook: You have found a spelbook. Spells marked * are from the *Spell Compendium*.

APL 2: 0—all PH cantrips, caltrops, repair minor damage^{*}; 1—burning hands, ebon eyes^{*}, lesser orb of fire^{*}, magic missile, reduce person, summon undead I^{*}, shield, sleep, silent image; 2—false life, summon monster II; Cost 2,300 gp; APL 6: Above plus 1—lesser orb of acid^{*}; 2—glitterdust, Melf's acid arrow, see invisibility; 3—fireball, haste, summon undead III^{*}; 4—greater invisibility, fire shield, deeper darkvision, summon undead IV^{*}; Cost 5,500 gp; APL 8: Above plus 5—wall of force, summon undead V^{*}; Cost 6,500 gp; APL 10: Above plus 6—disintegrate, acid storm; Cost 7,700 gp; APL 12: Above plus 7—summon monster VII, energy immunity^{*}; Cost 9,100 gp; APL 14: Above plus 8—maze, Otto's irresistible dance; Cost 10,700 gp.

Favor of Lord Arawn Mindon: You have Adventure access to the daylight armor upgrade (MIC) and to a single scroll of any spell that you can cast.

If you have the Point of Contact in Istivin favor from COR2-04 *Birthday Bash*, you also gain Any access to the healing armor upgrade (MIC) and to an additional single scroll of any spell that you can cast.

Zykat's Spellbook: You have found a spelbook. Spells marked * are from the *Spell Compendium*.

APL 2: 0—all PH cantrips, amanuensis^{*}, sonic snap^{*}; 1—arrow mind^{*}, hail of stone^{*}, guided shot^{*}, sleep, summon undead I^{*}; Cost 1,500 gp; APL 6: Above plus 1—grease; 2—false life, mirror image; Cost 2,000 gp; APL 8: Above plus 2—bear's endurance, cat's grace, sonic weapon^{*}; 3—flame arrow, haste; Cost 3,200 gp; APL 10: 3—greater mage armor^{*}, slow; 4—greater invisibility, entangling staff; Cost 4,600 gp; APL 12: 4—dimension door, lesser globe of invulnerability; 5—ball lightning^{*}, telekinesis; Cost 6,400 gp; APL 14: 5—Bigby's interposing hand, wall of stone; 6—brilliant blade^{*}, mass bear's endurance; Cost 8,600 gp.

TU
Starting TU

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

- ❖ Oil of flame of faith (Adventure; 750 gp; SpC)
- ❖ Scroll of sonic weapon (Adventure; 150 gp; SpC)
- ❖ Anklet of Translocation (Adventure; 1,400 gp; MIC)
- ❖ Burning Veil (Adventure; 1,000 gp; MIC)
- ❖ Potion of air breathing (Core; 750 gp; SpC)
- ❖ Potion of burrow (Core; 300 gp; SpC)
- ❖ Thistledown padded (Adventure; 405 gp; RoW)
- ❖ Mithral buckler (Adventure; 1,015 gp; DMG)

APL 4 (all of APL2 plus the following)

- ❖ Potion of blindsight (Core; 750 gp; SpC)
- ❖ +1 frost crossbow bolt (Adventure; 46 gp; DMG)

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

- ❖ Caustic Veil (Adventure; 2,000 gp; MIC)
- ❖ Lesser rod of extend spell (Adventure; 3,000 gp; DMG)
- ❖ Potion of anticipate teleportation (Core; 750 gp; SpC)
- ❖ Sharkskin armor (Adventure; 235 gp; Sandstorm)

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

- ❖ Potion of demonhide (Adventure; 500 gp; SpC)

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

- ❖ Adamantine chain shirt (Adventure; 5,100 gp; DMG)
- ❖ +1 shock hand crossbow (Adventure; 8,400 gp; DMG)

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

- ❖ +1 shock corrosive hand crossbow (Adventure; 18,400 gp; DMG, MIC)
- ❖ Potion of greater mage armor (Core; 750 gp, SpC)

APL 14 (all of APLs 2-12 plus the following)

- ❖ +1 shock, corrosive, bane (humanoids, elf) hand crossbow (Adventure; 32,400 gp; DMG, MIC)

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