



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

Has Completed
COR8-08 Lost Souls Eternals
A Core Adventure

Set in the Great Kingdom of Northern Aerdy



Play Notes:

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

Home Region

Adventure Record#

598 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 16

max 2,025 XP; 9,900 gp

☛ **Judged by the Sea Elves:** You attacked the sea elves and in punishment you spend 10 TUs marooned on a small island.

☛ **The Captain Needs a Ship:** For your part in the loss of *Wave Dancer*, you must pay 2,000 gp. If you are unable to pay the full sum, you must pay 200 gp for every round you spend adventuring until the debt is paid. For every round you cannot make a required payment, you are imprisoned for 2 TU and the debt increases by 20 gp. Note each payment in the 'Other Coin Spent' section of until your debt is paid. Imprisonment resulting from defaulting on a payment should be marked in the play notes or the relevant AR as should any outstanding amount. When the debt is paid, note the date, and cross this award off.

DATE PAID IN FULL: _____ AR PAID: _____

☛ **Lost Soul:** You have lost your life at or near the Isle of Lost Souls. You are beyond all known means of salvation.

☛ **Rescued from Dark Waters:** You escaped the waters surrounding the Isle of Lost Souls. It takes 6 TU to return to the mainland with only the equipment you were carrying at the time of your rescue.

☛ **Haskil's Hints for Long-Lived Embalming:** This book provides a +2 bonus to Heal checks made while referring to it. This bonus stacks with the circumstance bonus gained by using a healer's kit. (Adventure; 400 gp).

☛ **Tenser's Thanks:** For successfully obtaining the information Iuz sought, you are rewarded with Core access to the following: Armor: *bane blind outsider (evil)*, *blurring*; Weapon: *banishing*, *blessed*; rod of celestial might; Clothing: *angelhelm*; ring of waterbreathing; Tools: *eternal wand of daylight* (All MIC) All usual costs must be met.

☛ **Gardanza's Gratitude:** For sharing information, Gardanza arranges Core access to the following clothing: *shirt of resistance*, *torc of displacement*, *tunic of steady spellcasting*, and a *shadow veil* (all MIC). All usual costs must be met.

☛ **Taken to Dorakaa:** You were captured and taken to Dorakaa for questioning. You lose 26 TU escaping with nothing but the clothing on your back, and learn that there are fates worse than death. You may use the Charity of Friends clause to re-equip yourself.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 6:

- ❖ Circlet of persuasion (Adventure; 4,500 gp; DMG)
- ❖ Mithral shirt (Adventure; 1,100 gp; DMG)

APL 8 (all of APL 6 plus the following):

- ❖ +1 mithral shirt (Adventure; 2,100 gp; DMG)
- ❖ +1 large falchion (Adventure; 2,375 gp; DMG)

APL 10 (all of APLs 6-8 plus the following):

- ❖ hammersphere (Adventure; 1,500 gp; MIC)

APL 12 (all of APLs 6-10 plus the following):

- ❖ +1 ghost touch trident (Adventure; 8,315 gp; DMG)
- ❖ +1 mithral shirt of blurring (Adventure; 4,100 gp; DMG & MIC)

APL 14 (all of APLs 6-12 plus the following):

- ❖ Gauntlets of the blazing arc (Adventure; 6,300 gp; MIC)

APL 16 (all of APLs 6-14 plus the following):

- ❖ Dusty rose ioun stone (Adventure; 5,000 gp; DMG)
- ❖ Rod of splendor (Adventure; 25,000 gp; 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

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