



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR8-10 Chains of Darkness
A Core Adventure
Set in the Abyss



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)

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

APL 10
max 2,700 XP; 4,600 gp

APL 12
max 3,150 XP; 6,600 gp

APL 14
max 3,600 XP; 13,200 gp

APL 16
max 4,050 XP; 19,800 gp

Favor of Tenser's Friends: You gain a +1 inherent bonus to an ability score of your choice. If you have Tenser's favor from COR8-01 *Whispers of the Obsidian Citadel* and/or COR8-08 *Entrapment* you gain a +2 bonus instead. If you have Tenser's disfavor, that disfavor is removed and you do **not** gain any ability bonus at all. Ability selected: _____

Alliance with Graz'zt: You made an alliance with Graz'zt against Iuz. In addition you can one time cast a *summon monster* [APL divided by 2]. You can only summon Chaotic Evil creatures with this favor.

Ire of Graz'zt: Graz'zt does not forget a betrayal lightly; he instructs his agents to steal some of your treasure. You lose access to any item with a "C" in the Items Found section below.

Enmity Iggwilv: Servants of Iuz and Iggwilv recognize you on sight, favoring you above any other target unless doing so is clearly suicidal. They are considered to have you as their favorite enemy with a +2 bonus like the ranger ability.

Favor of Ebulon: You gain access to the items marked with an * in the Item's Found section below.

Mark of St. Cuthbert's: The starting attitude of followers of St. Cuthbert is one step worse than normal and never rises above indifferent. Additionally, your alignment is treated as one step worse for spells that only affect creatures with a specific alignment such *unholy blight* (good instead of neutral) or *holy smite* (neutral instead of good, evil instead of neutral).

If you are a divine spellcaster of St. Cuthbert you lose all spellcasting abilities, requiring an *atonement* spell (the version that does not cost experience points for the caster) to regain them.

Touched by Darkness: You disrupted a fell ritual and have been touched by darkness, absorbing a small amount of negative energy as a result. Subsequently, you can expend negative energy with a touch attack (as an *inflict wounds* spell). Each day you can expend three charges of energy, each dealing 2d8+2 points of damage (DC 13 + your Wis modifier halves). You can choose to expend 1, 2, or 3 charges with each attack up to a maximum of 3 charges a day. While you still have daily charges remaining, healing spells are slightly less effective than normal on you (suffering a -2 penalty per die rolled; minimum 1). A *break enchantment* beating caster level 25 removes this effect.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items *NOT* found

APL 10

- ❖ +2 mithral chain shirt (Adventure; DMG)
- ❖ Anklet of translocation (Adventure; MIC; 1,400 gp)^C
- ❖ Crystal of life drinking (least, lesser and greater) (Any; MIC; 400 gp/1,500 gp/6,000 gp)*
- ❖ Skin of the Fiend (Any; MIC; 6,000 gp)*
- ❖ Ring of counterspells (Adventure; DMG)
- ❖ Wand of misdirection (Adventure; PHB)

APL 12 (all of APL 10 plus the following):

- ❖ Boots of striding and springing (Adventure; DMG)
- ❖ Deep red sphere ioun stone (Adventure; DMG)
- ❖ Hellcat gauntlets (Adventure; MIC; 3,200 gp)^C
- ❖ Retributive amulet (Any; MIC; 9,000 gp)*

APL 14 (all of APLs 10 – 12 plus the following):

- ❖ +1 rapier of deadly precision (Adventure; MIC; 8,320 gp)
- ❖ Banner of the storm's eye (Any; MIC; 15,000 gp)*
- ❖ Lesser iron ward diamond (Adventure; MIC; 2,000 gp)
- ❖ Raptor's mask (Adventure; MIC; 3,500 gp)
- ❖ Shirt of demon skin (Any; MIC; 15,000 gp)*^C

APL 16 (all of APLs 10 – 14 plus the following):

- ❖ +1 medium fortification chain shirt (Adventure; DMG)
- ❖ Minor cloak of displacement (Adventure; DMG)
- ❖ Scroll of mass aid (Adventure; SC; 375 gp)
- ❖ Skin of fiendish embrace (Any; MIC; 24,000 gp)*^C

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

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

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