



This Record Certifies that

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
CORS8-01 Whispers of the Obsidian Citadel
A Core Adventure
Set in Veluna and the surrounding area



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 6

max 3,600 XP; 3,600 gp

APL 8

max 4,500 XP; 5,200 gp

APL 10

max 5,400 XP; 9,200 gp

APL 12

max 6,300 XP; 13,200 gp

APL 14

max 7,200 XP; 26,400 gp

APL 16

max 8,100 XP; 39,600 gp

☛ **Disfavor of Tenser:** You've poked around where you should not have and taken a rather powerful individual's property. He will remember this for a long time.

☛ **Favor of Tenser:** A powerful friend you have made this day.

☛ **Betrayal of the Honest:** You have chosen to betray the good people of the Flanaess for mere gold. You are now wanted for treason in the Domain of Greyhawk, Dyvers, Furyondy, Highfolk, Perrenland, Shield Lands, and Veluna. Anytime you adventure in one of these lands you have a 50% (minus the sum of your skill ranks in Bluff and Disguise) chance of being caught and executed. Roll this at the end of any adventure that takes place in or partially in one of the regions listed above.

☛ **Reversed Flight of Fiends:** You have cast down the Flight of Fiends and freed many innocent souls from their eternal damnation and earned their favour. Fez'zut has been released in some form and his father will not be happy about that.

☛ **Scale of Twilight:** You have defeated one of Iuz's most trusted allies. Taking one of his scales allows you to add (APL 6-10) shadow or (APL 12-16) improved shadow to any standard armor at the normal cost. Cross this off once used.

☛ **Reaffirmed Flight of Fiends:** You choose to redo the Flight of Fiends. Eternal torment is your reward to the men of Perdition. The cork is back in the bottle but to which side did you shift the balance of power?

☛ **Obsidian Initiate:** You have traveled the trail few have walked and survived. Not only survived but dealt a telling blow to evil at the same time. The powers above have deemed you to be the heroes of legend in this coming time of trouble. As those heroes you gain a luck benefit to re-roll any d20 roll once per adventure in any part of the "Ascension" series. You can take the new or old roll. You must choose to re-roll before the results are announced.

☛ **Luck of Old Wicked:** The horn from the defeated son of evil, Fez'zut, brings luck in the most inopportune times. Once, when a 1 is rolled on a saving throw, you may spend this item to count the roll as a natural 20. Cross this off once used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8

- ❖ Gauntlets of war (Adventure; CC)
- ❖ Ring of counterspells (Adventure; DMG)
- ❖ Deep red ioun stone (Adventure; DMG)
- ❖ Anklet of translocation (Adventure; MIC)
- ❖ Bracers of arcane freedom (Adventure; MIC)

APL 10 (all of APL 8 plus the following)

- ❖ +2 frost bastard sword (Adventure; 18,335 gp; DMG)
- ❖ +1 shock warhammer (Adventure; 8,312 gp; DMG)
- ❖ +1 axiomatic heavy flail (Adventure; 18,312 gp; DMG)
- ❖ +2 animated heavy steel shield (Adventure; 17,170 gp; DMG)
- ❖ +1 mithral full plate (Adventure; 11,650 gp; DMG)
- ❖ Cape of the mountebank (Adventure; DMG)
- ❖ Hellcat gauntlets (Adventure; MIC)

APL 12 (all of APLs 8-10 plus the following)

- ❖ Slippers of spider climbing (Adventure; DMG)
- ❖ +2 mithral full plate (Adventure; 14,650 gp; DMG)
- ❖ Boots of speed (Adventure; DMG)
- ❖ Minor cloak of displacement (Adventure; DMG)
- ❖ Mask of the skull (Adventure; DMG)

APL 14 (all of APLs 8-12 plus the following)

- ❖ +4 mithral full plate (Adventure; 26,650 gp; DMG)
- ❖ +4 heavy fortified full plate (Adventure; 82,650 gp; DMG)
- ❖ Pink & green ioun stone (Adventure; DMG)

APL 16 (all of APLs 8-14 plus the following):

- ❖ Ring of freedom of movement (Adventure; DMG)
- ❖ Rod of absorption (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

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