



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Cor4-07 Full Circle to Oblivion
A Core Adventure
Set in the area of the Archclericy of Veluna



Play Notes:

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

Home Region _____



Adventure Record#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

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

☛ **Favor of Ra'Ned:** For coming to his aid and the village of Perditions aid, the ex-priest of Veluna has made peace with his god. He agrees to cast a *raise dead* or *resurrection* spell at a future date for only half the material components cost. The deceased character and one other at the table must spend 2 TU's to account for tracking him down for this favor when used.

☛ **Scars of the Betrayer:** This removes the Curse of Theron from this character. When you receive the AR at the end make sure to circle then cross off the curse to show you had it at one time but it is now gone. The act of removing the curses has left large burn scars all over this characters body. These scars give the character a -2 reaction penalty on all social skills and interactions unless extraordinary means are used to hide them. The scars can only be healed by a *heal* spell cast by a Lawful Good cleric who succeeds at a caster level check of DC 30. Otherwise the spell works as normal but the scars are not removed.

☛ **Touched by Theron:** This character has been the unknowing bearer of the devil Theron for months. He has decided to revoke the protection he granted his vessel (the player) and the following now apply. These runes appear as tattoos on the left arm and chest of the person cursed with them. The runes are in infernal and spell out the true names of 101 devils (or 202/303 depending on Mark). The runes crawl over the afflicted persons skin forming new names constantly. The character is now vulnerable to heat and cold and take an extra point of damage per die vs. these types of energy. The character also does not heal naturally and is immune to any magical healing from a caster less than 8th level. Theron has restored the players natural skin color and while the character no longer suffers negative social interaction effects, he still has the runes crawling over his skin that causes strange looks unless covered. Theron talks to the character constantly which sounds like a constant buzzing or tickling in the back of the characters head. This distraction, causes the character to take a -4 penalty on initiative as well as a -6 penalty on all Spot and Listen checks.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8

- ❖ Ring of Counterspells (Freq: Adventure; DMG)
- ❖ Cloak of Resistance +2 (Freq: Adv; DMG)
- ❖ Ring of Protection +2 (Freq: Adv; DMG)

APL 10 (all of APL 8 plus the following)

- ❖ Cloak of Resistance +3 (Freq: Adv; DMG)

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

- ❖ +2 Full Plate (Freq: Adv; DMG)
- ❖ +2 Large Steel Shield (Freq: Adv; DMG)
- ❖ Pearl of Power [2nd] (Freq: Adv; DMG)
- ❖ Periapt of Wisdom +4 (Freq: Adv; DMG)

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

- ❖ +3 Full Plate (Freq: Adventure; DMG)
- ❖ Pearl of Power [3rd] (Freq: Adv; DMG)

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

- ❖ Periapt of Wisdom +6 (Freq: Adventure; DMG)
- ❖ Strand of Prayer Beads (Freq: Adventure; DMG)
- ❖ Pale Blue Rhomboid Ioun Stone (Freq: Adv; DMG)
- ❖ Pink Rhomboid Ioun Stone (Freq: Adv; DMG)
- ❖ Headband of Intellect +6 (Freq: Adv; DMG)
- ❖ Orange Prism Ioun Stone (Freq: Adv; DMG)
- ❖ Incandescent blue Sphere Ioun Stone (Freq: Adv; 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 Items _____

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

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