



This Record Certifies that

played by _____
Player RPGA #

Has Completed
COR4-11 Crimson Thorns
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 _____

Event: _____ Date: _____

DM: _____
Signature RPGA #



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

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

APL 16

max 2,025 XP; 9,900 gp

☛ **Master's Will:** This +1 heavy flail produces a suggestion (DC 14 Will save to resist) to prostrate themselves in any who are struck by it. An invention of the slave masters of Hextor in the North Kingdom, it is normally used on slaves. It is rumored that the first such flail was made from the flesh of a dead slave and the steel of his collar, and since then all such devices have been made from the cured flesh of dead slaves and the manacles that bound them.

Market Price: 8,315 gp; Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, suggestion, 5lbs of cured human flesh, slave manacles.

☛ **Dreamer:** Your vivid dreams of the slender mithril rod have faded, and no longer do they plague you although occasional memories of faint strains of music seemingly played on crumhorns and tom drums.

☛ **Pass to the Cyst of Eastfair:** This granite cube is engraved with the symbol of Hextor (a gauntleted hand clenching arrows) and the seal of the Cyst Guards (a gauntleted hand holding a chain leash). It radiates faint divination and faint transmutation magic.

These passes are valid for one year from the date marked on this Adventure Record. If no date is recorded then this pass is invalid.

☛ **Favor with Seoman Wraxil & Alia:** Lord Seoman Wraxil, the ruler of Dekspoint in all but title, and Lady Alia, the captain of the Sea Devil, has each offered you their gratitude for assisting with some delicate diplomatic matters. This gratitude takes the form of one of two things (choose one and circle it):

- ❖ A home in Dekspoint. Seoman has opened his doors for you, and offered you a home. This provides free adventurer's standard upkeep in any future adventures set in Dekspoint.
- ❖ Alia has offered to let you travel with her on the Sea Devil, whenever you wish to. This provides free adventurer's standard upkeep in any future core adventures set on the Solnor Ocean.

☛ **Sailing Ship from Seoman's Shipyard:** You have purchased a sailing ship, called _____, from Lord Seoman Wraxil of Dekspoint. This vessel requires a crew of 10, which can be drawn from either your followers or the local populace. In the case of the latter you must pay them 1 gp each per TU. The captain of the vessel must have at least 5 ranks in Profession (Sailor). This requirement can either be fulfilled by you, or a cohort.

Market Price: 10,000 gp; Prerequisites: 10 ranks in Craft (boatbuilding).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of Cure Light Wounds (9 charges) (Adventure; DMG; 135 gp)
- ❖ Sailing Ship from Seoman's Shipyard (Any; See Above; 10,000 gp)

APL 4 (all of APL2 plus the following)

- ❖ Pearl of Power (1st) (Adventure; DMG)
- ❖ Quaal's Feather Token (Anchor) (Adventure; DMG)

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

- ❖ +2 Full Plate (Medium) (Adventure; DMG; 5,650 gp)
- ❖ Potion of Resist Energy (Fire) 20 (Adventure; DMG)

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

- ❖ Wand of Cure Moderate Wounds (47 charges) (Adventure; DMG; 4,230 gp)

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

- ❖ Tesselated Armor (Adventure; Arms & Equipment Guide; 11,560 gp)
- ❖ Master's Will (Adventure; See Above; 8,315 gp)

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

- ❖ Cloak of Resistance +2 (Adventure; DMG)
- ❖ Wand of Silence (41 charges) (Adventure; DMG; 3,690 gp)

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

- ❖ Periapt of Wisdom +6 (Adventure; DMG)
- ❖ Folding Boat (Adventure; DMG)

APL 16 (all of APLs 2-14 plus the following)

- ❖ Pink Rhomboid Ioun Stone (Adventure; DMG)
- ❖ Orange Prism Ioun Stone (Adventure; DMG)
- ❖ Oil of Magic vestment +2 (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 Items

Subtract this value from your gp value

GP

Starting GP

- GP

GP Spent

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