



## This Record Certifies that

Played by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
**COR6-05 The Barbarous Coast**  
A Core Adventure  
Set in the Wild Coast and the Pomarj



### Play Notes:

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



Adventure Record#

**596 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

☛ **Lucky Ring of the Wild Coast:** This platinum ring was created by a wizard who liked to gamble, though his greatest gamble was to use it under the suspicious eyes of the Greyhawk Thieves Guild. He was caught and vanished. Eventually, the ring circulated from thief to thief until it left the Free City.

This ring increases a gambler's chances of winning and is a legend among natives of the Wild Coast. In situations where the character (not the player) must make a die/dice roll, such as during a game of chance, the ring can alter each die rolled by an addition or subtraction of 1 to the maximum or minimum score of the die. As a free action, the player can choose to increase or decrease the die roll before he makes the roll. Thus, if 2d6 are rolled and the player chooses to increase both dice, an original result of 2 and 6 will instead come up as 3 and 6. This magic ring has no effect on a player's dice rolls of any kind, only the character's rolls.

Recently, the ring has developed a quirk; with each use there is a noncumulative 5% chance that the ring alters a die roll to the worst possible outcome for the wearer.

Faint transmutation; CL 1st; Forge Ring, *mage hand*; Price 2,000 gp.

† **Favor of the Hungry Drake:** You've earned the respect of the crew of the Hungry Drake. The next time an AR lists a TU penalty based on you being enslaved, cut that penalty in half. The *Hungry Drake* comes to your rescue. (If there is no TU penalty, the *Hungry Drake* cannot find you.) Mark off this favor once it is used.

† **Gratitude of the Dyvers Anti-Slavery League:** For rescuing leaguemen from the Pomarj, the DASL makes available to you some of their equipment. You have adventure access to the following items from Complete Adventurer: camouflage kit, catstink, farye oil, flash pellets, keenear, lockslip grease, softfoot.

† **Met a Stranger:** You met Ugon, a full-blooded orc in the Pomarj that does not claim allegiance to the Orcish Empire or the Dyvers Anti-Slavery League. He seems to want to help.

† **Sold into Slavery:** You were captured by forces of the Pomarj. They loot your bodies and sell you to the Scarlet Brotherhood. You lose all your gold and possessions and are enslaved for 16 TUs before the Dyvers Anti-Slavery League finds and rescues you. You are given 240 gp to begin your life anew.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- Arcane scroll of *acid orb* (lesser) (Adventure; Complete Arcane; 150 gp)
- Pearl of power (1st level) (Adventure; DMG)

#### APL 4 (all of APL 2 plus the following):

- +1 merciful greataxe (Adventure; DMG; 8,320)
- Masterwork cutlass (Adventure; Stormwrack; 315 gp)

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

- +1 Large greatclub (Adventure; DMG; 2,610 gp)
- +1 merciful, maiming greataxe (Adventure; Miniatures Handbook; 18,320 gp)
- Amulet of natural armor +2 (Adventure; DMG; 8,000 gp)

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

- Belt of giant strength +4 (Adventure; DMG; 16,000 gp)
- Wand of enlarge person (Adventure; DMG; 750 gp)

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

- +1 Huge greatclub (Adventure; DMG; 3,220 gp)
- Amulet of natural armor +3 (Adventure; DMG; 18,000 gp)

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

- +2 merciful, maiming greataxe (Adventure; Miniatures Handbook; 32,320 gp)
- Belt of giant strength +6 (Adventure; DMG; 36,000 gp)

### 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