



This Record Certifies that



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

Played _____
by _____
Player _____ RPGA # _____
Has Completed
COR6-19 Heir Aberrant
A Core Adventure
Set in the Domain of the Free City of Greyhawk

Event: _____ Date: _____

DM: _____

Signature _____

RPGA # _____

☛ **Recognition of the Red Fang Lizardfolk:** For winning the respect of the Red Fang, you gain Core access to the items below marked with an ^L.

☛ **Treant's Thanks:** For befriending the treant and saving him from madness you gain Core access to the items below marked with a ^T.

☛ **Favor of the new Masginnian:** The woman you rescued shares a little forbidden knowledge from her library with you. You gain "Any" access to one of the following spells or feats from *Lords of Madness*.

Spells: *arms of plenty*, *detect aberration*, *invoke the cerulean sign*, *nature's purity*, *pox*, *probe thoughts*, *undulant innards*.

Feats: Aberration Bane Magic, Aquatic Spellcasting, Darkstalker, Music of the Outer Planes, Parrying Shield, Quick Recovery, Ocular Spell.

☛ **Vest of Timely Undulation (Gift of Doatzys):** This tsochar-hide vest feels slick and slightly oily to the touch. When worn (it fills the vest slot) you may use an immediate action to cast *undulant innards* (*Lords of Madness* 213) with a range of personal and a duration of one round. Once used in this manner the vest's magic is spent and it cannot be repaired.

Faint Transmutation; CL 5th; undulant innards; Price 1,125gp; Weight 1 lb.

☛ **Encounter with the Psuedonatural:** You have met the special requirement for the alienist prestige class.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Vest of timely undulation* (Adventure; see above)
- ❖ *Masterwork duom^L* (Adventure; A&EG)
- ❖ *Masterwork bone armor^L* (Adventure; A&EG)
- ❖ *Safewing emblem^T* (Adventure; RoW)
- ❖ *Wildwood full plate^T* (Adventure; RoW)
- ❖ *Wand of stolen breath* (Adventure; SC; CL 3, 7 charges, 630 gp)
- ❖ *Scroll of stolen breath* (Adventure; SC)

APL 4 (all of APL2 plus the following)

- ❖ *+1 wildwood full plate^T* (Adventure; RoW)
- ❖ *Wand of stolen breath* (Adventure; SC; CL 8, 10 charges, 2,400 gp)

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

- ❖ *+1 buoyant wildwood full plate^T* (Adventure; RoW & Sw)

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

- ❖ *Ring of magic fang^T* (Adventure; A&EG)

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

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