



This Record Certifies that



Play Notes:

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



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

Played by

Player

RPGA #

Has Completed
COR4-14 Sympathy for the Baatezu
A Core Adventure
Set in the North Kingdom

Event: _____ Date: _____

DM: _____

Signature

RPGA #

Home

APL 2

max 450 XP; 450gp

APL 4

max 675XP; 650gp

APL 6

max 900 XP; 900gp

APL 8

max 1,125 XP; 1,300gp

Mark off all items NOT found or earned

☛ **Old City badges:** These outer garments and symbols allow you to carry arms and armor as well as cross the Spider's Gate with less hassle than most.

☛ **Friends of the Whirling Dervish** – You have earned your self a good friend. You are to be his guest when you are in Eastfair. Free upkeep upgrade when adventuring in Eastfair.

☛ **The Exchequer's Policy** – You've had a hand in saving the Eastfair branch of the Zilchus Western Company. Though the Exchequer acts like you already had accounts payable, he's calling it even through a policy of order.

This character now has access to the Axiomatic weapon Enhancement for the standard cost.

☛ **Cook Book of Evil?** – Only one character at a table may keep this. It cannot yet be opened and its contents are a mystery. The book seems mundane, but the magic keeping it shut detects as powerful.

☛ **Honorary Blader** – This character proved her worth and accepted atonement and conversion to this sect of the Lord of Swords. The tattoo proves it. As long as this god is worshiped, once per adventure, this character can make a Smite attack equal to their character level –3. Switching gods removes the tattoo.

☛ **Greater Holy Symbol of Kelaren** – This particular magical blade is forged in the Eastfair shrine of Kelanen. This blade can be made from any martial sword. This +1 martial sword has the words "Have Sword, Will Travel" written in Old Oeridian on the blade. The sword can be used as a holy symbol of Kelaren. For the cost of 3 turn/rebuke attempts, it activates keen edges on the blade at the clerics caster level. Only clerics of Kelaren may use this ability. This item can be upgraded as normal.

Access: Any; Caster Level 5th; Prerequisites: Craft Magic Arms and Armor and Craft Wondrous Item and either keen edges or weapon of the deity spell, must be a cleric of Kelanen; Weight- 4 lbs; Base Cost: 8000 gp.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Chime of opening* (Any; *Dungeon Master's Guide*, 3,000gp)
- ❖ *Greater Holy Symbol of Kelaren* (Any; See Above; 8,000gp)

APL 4 (all of APL 2 plus the following)

- ❖ *Boots of elvenkind* (Adventure; *Dungeon Master's Guide*, 2,500gp)
- ❖ *Gloves of arrow snaring* (Adventure; *Dungeon Master's Guide*, 4,000gp)

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

- ❖ *+1 keen longsword* (Adventure; *Dungeon Master's Guide*, 8,315gp)
- ❖ *Vest of escape* (Adventure; *Dungeon Master's Guide*, 5,200gp)

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

- ❖ *Boots of speed* (Adventure; *Dungeon Master's Guide*, 12,000gp)
- ❖ *Horseshoes of a zephyr* (Adventure; *Dungeon Master's Guide*, 6,000gp)

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

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