



This Record Certifies that

Played by \_\_\_\_\_

Player

RPGA # \_\_\_\_\_

Has Completed  
*COR5-08 Clipping Wings*

A Core Adventure

Set in the Free City of Greyhawk and the Archbarony  
of Blackmoor



Play Notes:

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

Home Region \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_



Adventure Record#

**595 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

**APL 2**

max 450 XP; 450gp

**APL 4**

max 675 XP; 650gp

**APL 6**

max 900 XP; 900gp

**APL 8**

max 1,125 XP; 1,300gp

**APL 10**

max 1,350 gp; XP; 2,300

**APL 12**

max 1,575 XP; 3,300gp

**APL 14**

max 1,800 XP; 6,600gp

**Thrall of the Serpent:** This affects any PC who previously gained the Thrall of the Serpent status and went into the Crypt of Pi-Zoar. The skin of the PC turns a deep black, giving a -2 circumstance penalty to all Charisma-based skill checks. The PC is also under a permanent *endure elements (cold)* and gains cold resistance 3.

**Stigma of the Serpent:** This affects any PC who previously gained the Stigma of the Serpent and went into the Crypt of Pi-Zoar. The PC suffers a -2 circumstance penalty on saving throws versus necromancy effects.

**Pi-zoar's Ring:** This brass ring bears the head of a dragon, with fangs bared. When placed on the finger of a spellcaster, the fangs sink into the finger. The wearer permanently loses 2 hit points. From that time on, as long as the ring is worn, the wearer gains a +1 to her caster level when casting necromancy spells. Removing the ring does not restore the lost hit points, and removing and then replacing the ring does not cost any additional hit points. Moderate necromancy; CL 7th; Forge Ring, *enervation*; 900 gp.

**"A Comparative History of Ur-Flan and Modern Magics:"** This book, if consulted for at least 10 minutes, grants a +2 circumstance bonus to Knowledge (arcana), Knowledge (history), and Knowledge (religion) checks. It also allows you to retry a failed

**"A Comparative History of Ur-Flan and Modern Magics" [Cont.]:** check of one of those Knowledge skills by spending an hour referencing it. Only one retry is allowed per instance.

**Favor of Stoakdor Redlee Neheli:** For retrieving the eyes of his nephew, Stoakdor grants you ONE of the following favors. Circle one now, and mark the favor USED when expended:

\* Stoakdor arranges for the PC to receive training in any ONE of the following feats from *Libris Mortis*: Daunting Presence, Enduring Life, Ghost Scarred, Lasting Life, Unquenchable Flame of Life, Divine Accuracy, Energize Spell, Heighten Turning, Sacred Vitality, or Spurn Death's Touch.

\* Stoakdor arranges for the PC to receive training from the Church of Lydia in ONE of the following *Libris Mortis* prestige classes (circle the chosen one): Master of Radiance, Sacred Purifier.

\* Stoakdor will arrange for the PC to receive Frequency (Adventure) access to ONE of the following items from *Libris Mortis*: Ectoplasmic Feedback armor/shield upgrade, Ghost Strike weapon upgrade, Sacred weapon upgrade, Rod of Defiance, Ghost Net, Goggles of Lifesight, or Lyre of the Restful Soul.

\* Stoakdor will arrange to have two spells on the Core Spell List made available to you. These spells may be added to your spellbook at no cost. List the spells chosen here: \_\_\_\_\_, \_\_\_\_\_.

**ITEMS FOUND DURING THE ADVENTURE**

Cross off all items **NOT** found

**APL 2**

- ❖ Pi-zoar's Ring (Core; 9000 gp; see above)
- ❖ Wand of Cure Light Wounds (Core; 750 gp, DMG)
- ❖ A Comparative History of Ur-Flan and Modern Magicks (Adventure; 2,500 gp; see above)
- ❖ Large Heavy Flail (Adventure; 30 gp, PHB)

**APL 4** (all of APL2 plus the following)

- ❖ Large +1 heavy flail (Adventure; 2330 gp, PHB)

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

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

- ❖ +1 mithral chain shirt (Adventure; 2100 gp, DMG)
- ❖ Hat of disguise (Adventure; 1800 gp, DMG)
- ❖ Large +1 breastplate (Adventure; 1550 gp, PHB)
- ❖ Boots of the winterlands (Adventure; 2500 gp, DMG)

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

- ❖ +2 mithral chain shirt of shadow and silent moves (Adventure; 12600 gp, DMG)
- ❖ Amulet of mighty fists +1 (Adventure; 6000 gp, DMG)

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

- ❖ Ring of chameleon power (Adventure; 12,700 gp, DMG)
- ❖ Ring of protection +2 (Adventure; 8000 gp, DMG)
- ❖ Large +1 heavy flail of clouting (Adventure; 32,330 gp, CA)

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

- ❖ Headband of intellect +4 (Adventure; 16000 gp, DMG)
- ❖ Ring of protection +3 (Adventure; 18000 gp, DMG)
- ❖ Large +3 breastplate (Adventure; 9550 gp, PHB)
- ❖ Vest of resistance +2 (Adventure; 4000 gp, CA)

**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**

Subtotal

**GP**

**TU**

Starting TU

**2 TU**

TU Cost

**TU**

Added TU Costs

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TU REMAINING

**XP**

Starting XP

**XP**

XP lost or spent

**XP**

Subtotal

+	
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XP Gained

**XP**

FINAL XP TOTAL