



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

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

by _____ Played _____
Player RPGA #

Has Completed
COR6-08 Catching Breath
A Core Adventure
Set in the Sultanate of Zeif

Event: _____ Date: _____

DM: _____ Signature _____ RPGA # _____

† **Stigma of the Serpent:** You may only have this condition if you also have the *Stigma of the Serpent*. You realize that you have soaked up some of the power of the Serpent without actually giving in to it. When you fail a saving throw against a necromancy spell, you suffer the affects of the spell as normal, but the power of the Serpent alters that magically energy somewhat, and you gain 1 temporary hit point per level of the spell. The temporary hit points last one hour. Voluntarily failing the saving throw does not count as a failed save in this case.

† **Thrall of the Serpent:** A PC can only have this condition if they also have the *Thrall of the Serpent*. You realize that you have part of the essence of the Serpent flowing through them by touching a highly magical piece of the Serpent back in the kobold cave. This latest encounter with the Serpent has awakened something magical in them. Three times only, you may, as a free action, give yourself SR 30 for 1 round. This does not alter magical effects currently on you. Cross out when used.

† **Blessing of Istus:** You have gained Istus' special attention. Before one future skill check or ability check you may choose to use this blessing and add a +5 luck bonus to the roll. Cross out when used.

† **Gifts of Kroyen:** You accepted the bribe of the evil Kroyen and left Tajlo to die. You receive full gold piece rewards for your APL. In addition, Kroyen gives you access to an item of their wishes. You gain access to a weapon or armor created from any of the following material: adamantite, mithral, darkwood, cold iron, or silver. You must have access to the item to be made from the special material.

Alternatively, you may change access of one item on an AR you possess to Access: Any. This includes access to an item at a higher APL than they played on that AR. This only counts as access for purchasing, not crafting.

You may not play any more adventures in "Windows to the Serpent's Soul" series.

† **Charged with a Crime in the Sultanate of Zeif:** You have committed one or more crimes in the Sultanate of Zeif. You receive a -2 penalty on Charisma-related checks with officials and judges in Zeif. This lasts for one calendar year from the date on the AR.

† **Gratitude of Stoakdor Redlee Neheli:** Although Stoakdor claims he cannot offer a reward at this time, he promises you future rewards.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ Wand of cure light wounds (CL1) (Adventure; DMG; 750 gp)
- ❖ Pearl of power (1st) (Adventure; DMG; 1,000 gp)
- ❖ Sleep arrow (Adventure; DMG; 132 gp)

APL 4 (all of APL2 plus the following)

- ❖ Wand of magic missile (CL3) (Adventure; DMG; 2,250 gp)
- ❖ Mithral shirt (Adventure; DMG; 1,100 gp)
- ❖ +1 arrow catching buckler (Adventure; DMG; 4165 gp)

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

- ❖ Wand of magic missile (CL5) (Adventure; DMG; 4,500 gp)
- ❖ +1 mithral shirt (Adventure; DMG; 2,100 gp)
- ❖ Adamantine kama (Adventure; DMG; 3002 gp)

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

- ❖ Wand of cure moderate wounds (Adventure; DMG; 4500 gp)
- ❖ Pearl of power (2nd) (Adventure; DMG; 4,000 gp)
- ❖ Spined shield (Adventure; DMG; 5580 gp)

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

- ❖ Boots of levitation (Adventure; DMG; 7,500 gp)
- ❖ +2 mithral shirt (Adventure; DMG; 5,100 gp)
- ❖ +1 seeking shocking dagger (Adventure; DMG; 18,302 gp)

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

- ❖ Pearl of power (3rd) (Adventure; DMG; 9,000 gp)
- ❖ Ring of chameleon power (Adventure; DMG; 12,700 gp)

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

- ❖ Rod of Flailing (Adventure; DMG; 50,000 gp)
- ❖ +1 heavy wooden wild shield (Adventure; DMG; 16,157 gp)

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

- ❖ Wand of restoration (Adventure; DMG; 26,000 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 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