



This Record Certifies that

Character Name \_\_\_\_\_ Classes and Levels \_\_\_\_\_

Player Name \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Completed**  
**COR7-14 The Densac Queen**  
**A Core Adventure**  
**Set in the Domain of Greyhawk**



#### Play Notes:

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

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



Adventure Record#

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

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

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

**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

➤ **Apprentice Spellbook:** You've gained access to a beginner's tome of magic. It contains the following spells:  
o—daze, detect magic, light, mage hand, mending, message, ray of frost, read magic, touch of fatigue; 1st—comprehend languages, disguise self, erase, mage armor, magic missile, sleep, unseen servant; 2nd—resist energy, invisibility.

➤ **Blacksmith's Thanks:** You set his son straight, so Zavin grants you Open access to the following armor special abilities from *Dungeonscape*: swarmguard armor, durable armor, testful armor.

➤ **Affiliation Score Gained/Lost:** You have gained/lost \_\_\_\_\_ points with the \_\_\_\_\_ affiliation. If you are affiliated with more than one group, add extra notes in notes section detailing you gain or loss.

➤ **Mission Accomplished:** The wagons made it to Safeton on time. Zulern and your affiliation thank you. As a reward, they command the Domain's best cobblers to give you Open access to boots of sidestepping (*Dungeonscape*).

➤ **Room and Board in Highport:** You've gained the deed to a townhouse in the Pomarji city of Highport. Parts of the document can be easily faked, granted you a place to stay until some local officials catch on. The next ten adventures (not adventure rounds) taking place in either the Pomarj or the Wild Coast cost 1 less TU (minimum of 1). □□□□□□□□□□

➤ **Banished the Demons:** You stopped an evil menace from terrorizing the countryside, but will anyone believe your story after all those drinks? Perhaps someone will later...

➤ **Sucked into a Vortex:** You did not escape the Densac Queen quickly enough and have been sucked onto another plane. If you do not have the means to return home, you must pay 6 TU and 1,000 gp to return to Oerth.

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ Wand of enlarge person (10 charges) (Any; 150 gp; DMG)
- ❖ Wand of false life (10 charges) (Any; 900 gp; DMG)
- ❖ Apprentice's Spellbook (Adventure; 2,000 gp; see above)

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

- ❖ Horn of fog (Adventure; DMG)
- ❖ Pearl of power (1st-level) (Any; DMG)

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

- ❖ Hat of disguise (Adventure; DMG)
- ❖ Ring of counterspells (Core; DMG)

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

- ❖ Boots of levitation (Adventure; DMG)
- ❖ +1 dislocator longspear (Adventure; 2,305 gp; Magic Item Compendium)
- ❖ Pearl of power (2nd-level) (Any; DMG)

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

- ❖ Horseshoes of a zephyr (Adventure; DMG)
- ❖ +1 merciful dislocator longspear (Adventure; 8,305 gp; Magic Item Compendium)
- ❖ Pearl of power (3rd-level) (Any; DMG)

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

- ❖ Boots of speed (Adventure; DMG)
- ❖ Lesser metamagic rod of empower (Adventure; DMG)
- ❖ Ring of spell storing (Adventure; DMG)

#### 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

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