



This Record Certifies that

Played

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*COR5-15 Immortal Longings*  
A Core Adventure  
Set in the Flanaess



Play Notes:

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

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



Adventure Record#

595 CY  
ADVENTURE

LEVEL OF  
PLAY  
(CIRCLE ONE)

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

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

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

†**Blood on Your Hands:** You have intentionally killed Druidess Meleri. For this act, the Old Faith curses you. You are not welcome in the lands where the Old Faith holds sway. All druids of the Old Faith have an initial attitude of hostile toward you and followers of the Old Faith are unfriendly. This curse of blood may be removed by successfully completing *atonement*, per the spell. Due to the nature of the act needing atonement, the spell costs the caster 500 XP.

†**Curse of Vecna:** For foiling his latest scheme, Vecna, as the Keeper of Secrets, has cursed you and made your brain addled. For the next 10 adventures, all Knowledge checks (and even bardic and loremaster knowledge checks) suffer a -5 profane penalty.

†**Curse of the Robe of Vecna:** You have been freed from the taint of the robe, despite your best efforts. The item's evil was pervasive and its removal has been costly. You permanently lose a point of Constitution and Intelligence. These points may not be regained through any means. Such is the price of toying with evil.

†**Favor of Vecna:** Vecna is pleased with the role you have played in his plot. For your work on his behalf, as the Keeper of Secrets, you gain a +20 profane bonus on a single Knowledge check.

†**Taint of Vecna:** Your presence at the culmination of Vecna's

plot has left a mark. For the next 10 adventures, you suffer a -2 profane penalty to Bluff, and Diplomacy and Handle Animal checks, but gain a +2 bonus to Intimidate checks. Creatures can just sense the taint.

†**Thrall of Vecna:** You have decided to throw your lot in with the forces of the Whispered One. Your soul now belongs to the Lich King. Please inform your Triad and turn in your PC to them.

†**Favor of The Old Faith of Gyruuff:** For returning the body of Druidess Meleri to the Old Faith of Gyruuff and informing them of what has transpired, they offer to 1) make good on any previous favor of Druidess Meleri; 2) provide Any access to items marked with \* below; 3) provide access to a set of *ironwood full plate* +1.

♥**Ironwood Full Plate +1:** This is a wooden suit of full plate, created in exacting detail by the Gyric Old Faith. Unlike an item normally fashioned by the *ironwood* spell, the enchantment on this item is permanent. The rituals involved in its creation are known only to the elder druids of the Old Faith of Gyruuff. Treat the armor as a suit of metal full plate, except it is freely useable by druids without penalty, aside from those normally associated with wearing heavy armor, as if the druid had Armor Proficiency (Heavy). You may only purchase one suit of armor.

Price: 37,650 gp; Cannot be crafted. Access: Any.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ +1 adamantine dagger (Adventure; DMG; 5,001 gp)
- ❖ Belt of dwarvenkind (Adventure; DMG; 14,900)
- ❖ Bag of holding (type II) (Adventure; DMG; 5,000 gp)
- ❖ Cloak of charisma +4 (Adventure; DMG; 16,000 gp)
- ❖ Cloak of resistance +3 (Adventure; DMG; 4,000 gp)
- ❖ +1 light fortification mithral shirt (Adventure; DMG; 5,250 gp)
- ❖ Periapt of wisdom +4 (Adventure; DMG 16,000 gp)\*
- ❖ Ring of evasion (Adventure; DMG; 25,000 gp)
- ❖ Ring of force shield (Adventure; DMG; 8,500 gp)
- ❖ Slippers of spider climbing (Adventure; DMG; 4,800 gp)
- ❖ Vest of resistance +2 (Adventure, Complete Arcane; 4,000 gp)

APL 12 (all of APL 10 plus the following)

- ❖ Headband of Intellect +4 (Adventure; DMG; 16,000 gp)
- ❖ Minor ring of energy resistance (acid) (Adventure; DMG 12,000 gp)\*
- ❖ Wand of slow (Adventure, DMG; 11,250 gp)

APL 14 (all of APLs 10-12 plus the following)

- ❖ Headband of intellect +6 (Adventure; DMG; 36,000 gp)

APL 16 (all of APLs 10-12 plus the following)

- ❖ Amulet of natural armor +3 (Adventure; DMG; 18,000 gp)\*
- ❖ Lesser metamagic rod of quicken spell (Adventure; DMG; 25,000 gp)
- ❖ Periapt of wisdom +6 (Adventure; DMG 36,000 gp)\*
- ❖ Greater ring of energy resistance (fire) (Adventure; DMG; 44,000 gp)\*
- ❖ Ring of protection +3 (Adventure; DMG; 18,000 gp)\*
- ❖ Wand of charm monster (Adventure; DMG 21,000 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 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  
Subtotal

GP  
FINAL GP TOTAL