



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
COR6-01 A Story For Another Day
A Core Adventure
Set in the Wild Coast



Play Notes:

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

Home Region _____



Adventure Record#

596 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

† **Favor of Pholtus:** Choose ONE of the following upon receiving the AR and cross off the others:

Audience: A worshiper of Pholtus may request an audience with the Blinding Light himself granting him access to the Contemplative (CD) and Master of Radiance prestige classes (LB).

Greater Turning: On three occasions a cleric or paladin of any god may call upon Pholtus's grace to empower a normal turning attempt as a Greater Turning. Mark them off as used. [] [] []

Healing: On one occasion when reduced to negative hit points (but not slain), the PC may automatically receive the benefit of a *cure serious wounds* (for non-worshippers of Pholtus) or *heal* (for worshippers) cast at 15th-level. Mark off this favor once used.

Remove Curse: On one occasion a cursed PC may invoke Pholtus's name to have a 17th-level *remove curse* cast upon himself. This is a full-round action.

† **Favor of Kalinin:** The PC receives access to the starred items listed under Item Access. In addition, Kalinin arranges one +1 enhancement improvement for any weapon, shield, armor, *ring of protection*, *cloak* or *vest of resistance*, or *amulet of natural armor*, to a maximum of +4. Wizard PCs can instead copy two spells of up to 8th-level from any Core source into their spellbooks. Normal costs apply in both cases. Cross this favor off once used.

† **Meld With Tanalee:** A *wish* has been used to irrevocably meld the soul of the ghost Tanalee with the PC's. This has the following game effects:

- The PC's eyes are now blue.
- Two minds are more resilient than one to possession-type affects. Thus, the PC gains a +2 sacred bonus to all Will saves.
- Two personalities in one body however can lead erratic behavior and thus the PC suffers a -2 penalty to her Leadership score due to this behavior.
- If the PC has no levels of sorcerer he must select a level of sorcerer when he next gains a level. For the purpose of casting sorcerer spells treat the PC as having a Charisma of 18 (unless his normal Charisma score is higher). Use the PC's normal Charisma for all other skill checks and so on. If the PC ever loses this sorcerer level Tanalee is assumed to have died. If this occurs remove all affects of this favor.

Tanalee distrusts Pholtans and has a habit of calling on spirits when she casts her spells or is in otherwise stressful situations. Otherwise the roleplaying aspects of this possession are left up to the player.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ +1 ghost touch spiked chain (Adventure; DMG; 8,325 gp)
- ❖ lesser metamagic rod of substitution (any energy type); Adventure; CL 17th; CA; 2,700 gp)
- ❖ phylactery of undead turning (Adventure; CL 10th; DMG; 11,000 gp)
- ❖ lens of detection (Adventure; CL 9th; DMG; 3,500 gp)

APL 12 (all of APL 10 plus the following)

- ❖ +1 frost ghost touch spiked chain (Adventure; DMG; 18,325 gp)
- ❖ +2 cloak of resistance (Adventure; CL 6th; DMG; 4,000 gp)
- ❖ ring of arcane might (Adventure; CL 8th; CA; 20,000 gp)
- ❖ lyre of the restless soul (Adventure; CL 10th; LB; 3,000 gp)

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

- ❖ +1 ghost touch chain shirt (Adventure; DMG; 16,250 gp)
- ❖ cloak of resistance +3 (Adventure; DMG; 9,000 gp)
- ❖ ring of protection +2 (Adventure; DMG; 8,000 gp)
- ❖ headband of intellect +4 (Adventure; DMG; 16,000 gp)
- ❖ Metamagic rod of substitution (any energy type; Adventure; CL 17th; CA; 10,500 gp)

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

- ❖ +2 frost ghost touch spiked chain (Adventure; DMG; 32,325 gp)
- ❖ cloak of resistance +4 (Adventure; DMG; 16,000 gp)
- ❖ greater metamagic rod of substitution (any energy type; Adventure; CL 17th; CA; 24,300 gp)
- ❖ lesser metamagic rod of quicken (Adventure; CL 17th; DMG; 35,000 gp)
- ❖ headband of intellect +6 (Adventure; DMG; 36,000 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

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