



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
**COR6-15 The Shrouded Shores of Lake
Abanfyl (APL 8-12)**
A Core Adventure
Set in the Duchy of Tenh



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#

596 CY

ADVENTURE

**LEVEL OF
PLAY**

(CIRCLE ONE)

APL 8

max 2,250 XP; 2,600 gp

APL 10

max 2,700 XP; 4,600 gp

APL 12

max 3,150 XP; 6,600 gp

PCs participating in this
adventure receive both
ARs.

Favor of the Wandering Stars: The Brotherhood of the Far Wanderer, Celestial, transcends race and prejudice. By spending 2 TUs accompanying some of his followers on their distant travels, you have earned good favor. You may call on this blessing to gain one of the following effects (chosen when you invoke the favor):

- As an immediate action, gain a +10 insight bonus to one skill check or one saving throw made at night under an open sky. You may declare that you are using the favor after you have rolled the die, but before the judge tells you the result.
- Gain access to buy one *ring of shooting stars* or one *robe of stars*. You simply decide to buy the item one day and it appears that night, while your gold disappears.

Cross off this favor once you have used it.

Rebuilder of Prysteen (Favor of the Keepers of the Flan): You may spend 4 TUs (free lifestyle) aiding Kereledh and his colleagues in rebuilding Prysteen. In Core adventures, you gain a permanent +2 competence bonus on Knowledge (architecture & engineering) checks and Decipher Script checks. (You must still be trained to gain these bonuses.)

You also gain Core access to the following magic items from the vaults of the Keepers of the Flan: *ring of chameleon power*, *ring of wizardry I*, *staff of abjuration*, *winged boots*, *cloak of Charisma +6*, *goggles of night*, *headband of intellect +6*, *scarab of protection*, *druid's vestment*.

To gain this favor, you must be able to speak and read the Flan language without magic. (The Keepers need to talk with you even while working in areas of antimagic.)

If you cannot speak Flan now, do not cross off this favor. Instead, if you learn Flan within one calendar year, you may spend 4 TUs after any adventure and gain this favor then. Ask the judge of that adventure to initial this favor.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 8

- ❖ +1 white dragonhide breastplate (Adventure; DMG)
- ❖ wand of magic missile (9th) (Adventure; DMG)
- ❖ bracers of armor +2 (Adventure; DMG)
- ❖ cloak of resistance +2 (Adventure; DMG)
- ❖ +1 frost nauskiree-bone spear (Adventure; DMG and see above; 8,302 gp)
- ❖ Scroll of wave blessing (Adventure; Stormwrack)

APL 10 (all of APL 8 plus the following)

- ❖ Wand of wave blessing (Adventure; Stormwrack; 750 gp)
- ❖ "White Armor of the Griffis" (+2 white dragonhide breastplate of cold resistance) (Adventure; DMG)
- ❖ +1 mithral chain shirt (Adventure; DMG)
- ❖ Scroll of teleport (Adventure; DMG)
- ❖ bracers of armor +3 (Adventure; DMG)
- ❖ Brooch of shielding (Adventure; DMG)
- ❖ Cloak of resistance +3 (Adventure; DMG)

APL 12 (all of APLs 8-10 plus the following)

- ❖ +2 studded leather (Adventure; DMG)
- ❖ +2 halberd (Adventure; DMG)
- ❖ +1 icy burst nauskiree-bone spear (Adventure; DMG and see above)
- ❖ Ring of protection +2 (Adventure; DMG)
- ❖ Boots of striding and springing (Adventure; DMG)
- ❖ Bracers of armor +4 (Adventure; DMG)
- ❖ Dust of appearance (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 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

4 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