



This Record Certifies that



Play Notes:

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



Adventure Record#

597 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 6

max 1,800 XP; 1,800 gp

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

APL 14

max 3,600 XP; 13,200 gp

Character Name _____ Classes and Levels _____

Player Name _____ RPGA # _____

Has Completed
COR7-07 Storm Harvest
A Core Adventure
Set in the Kingdom of Sunndi

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____

☛ **Rescued Yvaise and Galerus:** For rescuing this couple, you gain Open access to Insightful Reflexes (*Complete Adventurer*), Enduring Life, and Ghost Scarred (both *Libris Mortis*).

☛ **Bracers of the Magi:** These platinum engraved bracers are covered in arcane symbols. Once a day, on command, they can cast Rary's *mnemonic enhancer*. Moderate transmutation; CL 7, Craft Wondrous Items, Rary's *mnemonic enhancer*; Price 10,000 gp.

☛ **Loose papers:** This pile of papers contains a number of spells (normal scroll cost; APLs stack for access; only pay for spells actually taken; all spells from *Spell Compendium*):

APL 6: 0—*amanuensis*, stick; 1st—*cheat*, ectoplasmic armor, nerveskitter, ray of clumsiness, spontaneous search 2nd—*blast of force*, ethereal chamber, life bolt. 3rd—*glowing orb*, nauseating breath, sonorous hum.

APL 8: 4th—*vortex of teeth*.

APL 10: 5th—*greater dimension door*, shard storm, viscid glob.

APL 12: 6th—*howling chain*, transcribe symbol, shadowy grappler

APL 14: 7th—*radiant assault*, solipsism

☛ **Deep Blue Polyhedron Ioun Stone:** This many-faceted stone grants its owner a better grasp of the rules of magic, allowing her to gain bonus 0-level spells from a high ability score in the same manner (and number) as 1st-level spells. Moderate transmutation; CL 12, Craft Wondrous Items; Price 2,000 gp.

☛ **Ring of the Apprentice:** If worn continuously by a spellcaster who prepares spells, this ring bestows a bonus 1st-level slot (after 24 hours to get attuned). If the wearer has multiple spell lists, he must choose which one is approved by the ring. Moderate (no school); CL 11th, Craft Ring, *limited wish*; Price: 1,000 gp

☛ **Crown of Sunndi:** For your help, the crown grants you frequency "any" to any two items listed under Item Found to which you gained Adventure access. List the chosen items here:

1 _____ 2 _____

☛ **Thanks of Che-Kanan:** In thanks for returning him to life, Che-Kanan promises to seek out the *garb of the hunting cat* (*Magic Item Compendium*) for you. You must pay full normal price for each part of the set (*claw gloves*, *mantle of the predator*, and *mask of the tiger*). It costs an additional 1 TU to acquire each item.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 6

- ❖ Spellbook protections (Adventure; *Complete Arcane*)
- ❖ Boots of speed (Adventure; DMG)
- ❖ Bracers of the magi (Adventure; see above)
- ❖ Eyes of the eagle (Adventure; DMG)
- ❖ Goggles of minute seeing (Adventure; DMG)
- ❖ Deep blue polyhedron ioun stone (Adventure; see above)
- ❖ Pearl of power (1st-level) (Adventure; DMG)
- ❖ Ring of the apprentice (Adventure; see above)
- ❖ Spelllight spectacle (Adventure; *Complete Adventurer*)
- ❖ Wings of flying (Any; DMG)
- ❖ Greater truedeath crystal (Adventure; *Magic Item Compendium*; 10,000 gp)

APL 8 (all of APL 6 plus the following)

- ❖ Pearl of power (2nd-level) (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following)

- ❖ Pearl of power (3rd-level) (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following)

- ❖ Pearl of power (4th-level) (Adventure; DMG)

APL 14 (all of APLs 6-12 plus the following)

- ❖ Pearl of power (5th-level) (Adventure; DMG)
- ❖ Dusty rose ioun stone (Adventure; DMG)
- ❖ Pale green prism, ioun stone (Adventure; DMG)
- ❖ Orange prism ioun stone (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

FINAL GP TOTAL