



This Record Certifies that

Played by

Player

RPGA #

Has Completed
COR4-13 – A Wretched Soul
A Core Adventure
Set in the Jungles of Hepmonaland



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#

594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 10

max 1,350 XP; 2,300gp

APL 12

max 1,575 XP; 3,300gp

APL 14

max 1,800 XP; 6,600 gp

APL 16

max 2,025 XP; 9,900 gp

❖ **Favor of Druidess Meleri** – In return for thwarting the plans of the Cult of Vecna, Druidess Meleri offers one of the following to the PC:

- ❖ Reincarnate the PC at no charge
- ❖ Provide access to up to 5 greater slaying arrows (giant) (Adventure, DMG)
- ❖ Provide access to boots of tracklessness (Adventure, A&EG)

Only ONE favor may be used. Circle the favor used and record the AR here: _____.

❖ **Favor of Hender** – Hender provides access to enchanted (+2) bone versions of any melee weapon with or without one of the following special qualities: deflection (CW), knockback (CW), or last resort (CW).

The PC must pay the standard cost for the item plus any special quality. Record the AR number where used here: _____.

❖ **Favor of Gynarch Rotanna Maynem** – In return for your service, the Gynarch allows you one of the following: Access to her menagerie for a creature to serve as an Improved Familiar, provided the PC meets all prerequisites. This improved familiar may be any living native (non-outsider) creature described in the Dungeon Master's Guide or Complete Warrior. Or a celestial

version of any standard animal companion or animal from the PHB. The PC must pay a shipping and handling fee equal to 200gp per HD.

Only ONE favor may be used. Circle the favor used and record the AR here: _____.

❖ **Curse of the Robe of Vecna** – The Robe has recognized its True Master and understands there is work to be done. The PC gains the Spell Penetration feat. However, the Robe grafts itself to the PC (whether the PC was currently wearing the Robe or not) and cannot be taken off unless a miracle or wish is used. If this is done, the Robe disintegrates and becomes useless and the PC permanently loses a point of Constitution and Intelligence. These points may not be regained by restoration. All effects of the Taint of the Robe of Vecna are in place in addition to the following. Animals that come within 30 feet flee from the PC as if affected by a fear spell unless they succeed at a Will save (DC 14 + PC's Intelligence bonus). Should the animal save, it immediately attacks the PC. The evil and magical auras and black nimbus of the Robe cannot be masked by any means, including mind blank and similar spells. The PC detects as undead, evil (moderate) and magical (moderate necromancy).

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 10

- ❖ Cloak of resistance +2 (Adventure, DMG)
- ❖ Collar of resistance +2 (Adventure, MotW)
- ❖ Dragonhide wild leather armor +2 (Adventure, DMG)
- ❖ Gloves of dexterity +4 (Adventure, DMG)
- ❖ Leather armor of silent moves +3 (Adventure, DMG)
- ❖ Potion of gaseous form (Adventure, DMG)
- ❖ Returning dagger +2 (Adventure, DMG)
- ❖ Ring of force shield (Adventure, DMG)
- ❖ Ring of protection +2 (Adventure, DMG)
- ❖ Scroll of dimension door (Adventure, DMG)
- ❖ Spear +2 (Adventure, DMG)
- ❖ Vest of resistance +2 (Adventure, T&B)

APL 12 (all of APL10 plus the following)

- ❖ Cloak of resistance +3 (Adventure, DMG)
- ❖ Collar of resistance +3 (Adventure, MotW)

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

- ❖ Cloak of resistance +4 (Adventure, DMG)
- ❖ Collar of resistance +4 (Adventure, MotW)
- ❖ Gloves of dexterity +6 (Adventure, DMG)
- ❖ Vest of resistance +3 (Adventure, T&B)

APL 16 (all of APLs 10-14 plus the following)

- ❖ Cloak of resistance +5 (Adventure, DMG)
- ❖ Collar of resistance +5 (Adventure, MotW)
- ❖ Vest of resistance +4 (Adventure, T&B)

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