



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
COR5-13 The Price of Power
A Core Adventure
Set in the Archbarony of Ratik



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#

595 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450 gp

APL 4

max 675 XP; 650 gp

APL 6

max 900 XP; 900 gp

APL 8

max 1,125 XP; 1,300 gp

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

APL 14

max 1,575 XP; 6,600 gp

☛ **Boon of Fharlanghn:** For taking the time to help repair the playground equipment you have received a blessing. The next time you are ambushed on the open road, you may act during the surprise round. Once used this boon should be voided by the DM.

☛ **Special Favor of the Order:** If the character has the favor from *COR3-08 Face Value*, the monks are doubly in debt and will, for a nominal fee (regular price) construct a weapon for them made out of a very rare and superior alloy, Starmetal (See *Complete Arcane*, page 141). This favor can be used only once for a single weapon.

☛ **Honorary Member of the Order:** You have given the books of the ancient monastery to the Order. They are grateful and in return promise to impart some of their knowledge onto you. That knowledge can be in the form of contacts with the Arcane order or Wayfarer's guild (You have access to either the Mage of the Arcane Order or Wayfarer Guide classes) or they will train you in the ways of the Mindbenders.

The knowledge can also be more mundane. Whenever you need to make a Gather Information check you can roll a d20. On a roll of 19 or 20 you find a member of the Order and can add +2 to your check. If a 4 or less comes up you spend too much time looking for a party and must subtract -2 from the check.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Universal solvent* (Adventure; CL 20th; 50gp; DMG)
- ❖ *Dust of tracelessness* (Adventure; 250gp; DMG)

APL 4 (all of APL2 plus the following)

- ❖ *Dust of dryness* (Adventure; CL 11th; 850gp; DMG)

APL 6 (all of APLs 2-4 plus the following)

- ❖ *Boccob's blessed book* (Adventure; CL 7th; 12,500gp; DMG)

APL 8 (all of APLs 2-6 plus the following)

- ❖ *Shadow armor enchantment* (Adventure; varies; DMG)

APL 10 (all of APLs 2-8 plus the following)

- ❖ *Shocking enchantment* (Adventure; varies; DMG)

APL 12 (all of APLs 2-10 plus the following)

- ❖ *Potion of barkskin +4* (Adventure; CL 9th; 900gp; DMG)
- ❖ *Boots of speed* (Adventure; CL 10th; 12,000gp; DMG)

APL 14 (all of APLs 2-12 plus the following)

- ❖ *Potion of barkskin +5* (Adventure; CL 12th; 1,200gp; DMG)
- ❖ *Ring of counterspells* (Adventure; CL 11th; 4,000gp; 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

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