



This Record Certifies that



Play Notes:

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

Adventure Record#

595 CY
ADVENTURE

LEVEL OF
PLAY
(CIRCLE ONE)

APL 2

max 450 XP; 450gp

APL 4

max 675 XP; 650gp

APL 6

max 900 XP; 900gp

APL 8

max 1,125 XP; 1,300gp

by _____ Played _____
Player RPGA #

Has Completed
COR5-018 Kusnir
A Core Adventure
Set in the Hold of the Sea Princes

Event: _____ Date: _____
DM: _____ Signature RPGA #

† **Favor of the Olman:** As thanks for saving Nirwana the Olman have gifted you with either:

- Access to the Tattoo Magic feat
- A magical tattoo with one of the following spells: *bull's strength*, *protection from arrows* or *silence*. Delete those not chosen. This spell must be chosen when the PC receives this AR.

† **Disfavor of the Brazen Blade:** You have earned the enmity of the Fraternity of the Brazen Blade, a vicious revenge society dedicated to Kelanen.

Activating the tattoo requires the PC to touch the tattoo. This casts the spell on the tattoo's bearer and is a standard action that does not draw an attack of opportunity. The spell is cast at the minimum caster level required for that spell.

This feat is described in the *Living Greyhawk Journal* in *Dungeon* 109.

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

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 2

- ❖ *Wand of inflict light wounds* (Core; DMG; 750 gp)
- ❖ *Quaal's feather token* (bird) (Adventure; DMG; 300 gp)

APL 4 (all of APL2 plus the following)

- ❖ *Wand of inflict moderate wounds* (Core; DMG; 4,500 gp)
- ❖ *Quaal's feather token* (swan boat) (Adventure; DMG; 450 gp)

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

- ❖ *Wand of inflict moderate wounds* (Core; DMG; 4,500 gp)

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

- ❖ *Wand of inflict serious wounds* (Core; DMG; 11,200 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

Subtotal

GP

FINAL GP TOTAL