

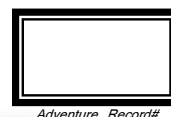


## This Record Certifies that



### Play Notes:

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



Adventure Record#

**596 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

Played  
by \_\_\_\_\_  
Player RPGA #

**Has Completed**  
**COR6-18 Storm Ebb**  
**A Core Adventure**  
**Set in the Domain of the Free City of Greyhawk**

Event: \_\_\_\_\_ Date: \_\_\_\_\_

DM: \_\_\_\_\_

Signature

RPGA #

☛ **Fraternity of Woolly Bay:** The villages living along Woolly Bay welcome you as a member of their community and are willing to teach you the ways of water. This association gives you core access to the following feats: Aquatic Shot, Clever Wrestling, Curling Wave Strike, Expert Swimmer, and Sanctify Water. (*Stormwrack* Chapter 4).

In addition, you can purchase (at normal prices) suits of cord, shell, or chitin armor. You may purchase as many of these as you desire.

☛ **Cutlass:** A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge. It is easy to wield in close quarters and can deal vicious gashes to an opponent. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

Cost 15 gp; Dmg (S) 1d4 (19-20/x2); Dmg (M) 1d6 (19-20/x2); weight 3 lb.; slashing; *Stormwrack* 107.

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

- ❖ Masterwork cord armor (Adventure; *Stormwrack*)
- ❖ Masterwork shell armor (Adventure; *Stormwrack*)
- ❖ Quall's feather token (anchor) (Adventure; DMG)
- ❖ Lens of detection (Adventure; DMG)
- ❖ Gloves of swimming and climbing (Adventure; DMG)
- ❖ Scroll of fins to feet (Adventure; *Stormwrack*)
- ❖ Scroll of pressure sphere (Adventure; *Stormwrack*)
- ❖ Scroll of wave blessing (Adventure; *Stormwrack*)

### APL 4 (all of APL2 plus the following)

- ❖ Wand of wave blessing (Adventure; *Stormwrack*; 750 gp)

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

- ❖ Quall's feather token (boat) (Adventure; DMG)
- ❖ +1 cord armor (Adventure; *Stormwrack*)
- ❖ +1 shell armor (Adventure; *Stormwrack*)

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

- ❖ +1 corrosive javelin (Adventure; *Stormwrack*)

### 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