



This Record Certifies that

Character Name

Classes and Levels

Player Name

RPGA #

**Has Completed**  
**COR8-04 Bridge Over Svartjet**  
**A Core Adventure**  
**Set in the March of Sterich**



#### Play Notes:

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

Home Region

Adventure Record#

**598 CY**  
**ADVENTURE**  
**LEVEL OF**  
**PLAY**  
(CIRCLE ONE)

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

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

☛ **Bettulos' Blessing from Beyond:** If you had Bettulo's Dying Curse from COR3-01 *Assault on the Vault* and you helped kill Yeresk the Crimstoneye, the curse is reversed. The next three times you roll a natural 1 on a d20 treat it as if you rolled a natural 20.

☛ **Song of the Starchild:** Because you heard the Starchild sing, you have access to the "Seeker of the Song" prestige class (*Complete Arcane*).

☛ **Yeresk's Spellbook:** You have found a spelbook. Spells marked \* are from the *Spell Compendium*.

**APL 2:** 0—all PH cantrips, caltrops, repair minor damage\*; 1—burning hands, ebon eyes\*, lesser orb of fire\*, magic missile, reduce person, summon undead I\*, shield, sleep, silent image; 2—false life, summon monster II; Cost 2,300 gp; **APL 6:** Above plus 1—lesser orb of acid\*; 2—glitterdust, Melf's acid arrow, see invisibility; 3—fireball, haste, summon undead III\*; 4—greater invisibility, fire shield, deeper darkvision, summon undead IV\*; Cost 5,500 gp; **APL 8:** Above plus 5—wall of force, summon undead V\*; Cost 6,500 gp; **APL 10:** Above plus 6—disintegrate, acid storm\*; Cost 7,700 gp; **APL 12:** Above plus 7—summon monster VII, energy immunity\*; Cost 9,100 gp; **APL 14:** Above plus 8—maze, Otto's irresistible dance; Cost 10,700 gp.

☛ **Favor of Lord Arawn Mindon:** You have Adventure access to the daylight armor upgrade (MIC) and to a single scroll of any spell that you can cast.

If you have the Point of Contact in Istivin favor from COR2-04 *Birthday Bash*, you also gain Any access to the healing armor upgrade (MIC) and to an additional single scroll of any spell that you can cast.

☛ **Zykat's Spellbook:** You have found a spelbook. Spells marked \* are from the *Spell Compendium*.

**APL 2:** 0—all PH cantrips, amanuensis\*, sonic snap\*; 1—arrow mind\*, hail of stone\*, guided shot\*, sleep, summon undead I; Cost 1,500 gp; **APL 6:** Above plus 1—grease; 2—false life, mirror image; Cost 2,000 gp; **APL 8:** Above plus 2—bear's endurance, cat's grace, sonic weapon; 3—flame arrow, haste; Cost 3,200 gp; **APL 10:** 3—greater mage armor\*, slow; 4—greater invisibility, entangling staff; Cost 4,600 gp; **APL 12:** 4—dimension door, lesser globe of invulnerability; 5—ball lightning\*, telekinesis; Cost 6,400 gp; **APL 14:** 5—Bigby's interposing hand, wall of stone; 6—brilliant blade\*, mass bear's endurance; Cost 8,600 gp.

**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 1,800 XP; 6,600 gp

### ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

#### APL 2

- ❖ Oil of flame of faith (Adventure; 750 gp; SpC)
- ❖ Scroll of sonic weapon (Adventure; 150 gp; SpC)
- ❖ Ankle of Translocation (Adventure; 1,400 gp; MIC)
- ❖ Burning Veil (Adventure; 1,000 gp; MIC)
- ❖ Potion of air breathing (Core; 750 gp; SpC)
- ❖ Potion of burrow (Core; 300 gp; SpC)
- ❖ Thistledown padded (Adventure; 405 gp; RoW)
- ❖ Mithral buckler (Adventure; 1,015 gp; DMG)

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

- ❖ Potion of blindsight (Core; 750 gp; SpC)
- ❖ +1 frost crossbow bolt (Adventure; 46 gp; DMG)

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

- ❖ Caustic Veil (Adventure; 2,000 gp; MIC)
- ❖ Lesser rod of extend spell (Adventure; 3,000 gp; DMG)
- ❖ Potion of anticipate teleportation (Core; 750 gp; SpC)
- ❖ Sharkskin armor (Adventure; 235 gp; Sandstorm)

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

- ❖ Potion of demonhide (Adventure; 500 gp; SpC)

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

- ❖ Adamantine chain shirt (Adventure; 5,100 gp; DMG)
- ❖ +1 shock hand crossbow (Adventure; 8,400 gp; DMG)

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

- ❖ +1 shock corrosive hand crossbow (Adventure; 18,400 gp; DMG, MIC)
- ❖ Potion of greater mage armor (Core; 750 gp; SpC)

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

- ❖ +1 shock, corrosive, bane (humanoids, elf) hand crossbow (Adventure; 32,400 gp; DMG, MIC)

### 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

TU

Starting TU

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