



Play Notes:

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

Adventure Record#

This Record Certifies that

 Played

 by _____
Player RPGA #

Has Completed
ADP6-01 Fane of the Drow
An Adapted Adventure
Set in the Crystalmist Mountains

596 CY
ADVENTURE

LEVEL OF
 PLAY
 (CIRCLE ONE)

Event: _____ Date: _____

APL 4
max 2,360 XP; 2,275 gp

DM: _____

♣ **Amandrucul's Notes:** The drow wizard Amandrucul left scattered notes vividly describing terrible anatomical experiments he conducted upon various creatures. The notes can be bound into a book, allowing easy reference. If properly referenced, the notes grant a +2 circumstance bonus to Knowledge (nature) checks. To gain the bonus you must be able to read Drow and spend 10 minutes referencing the work each time you wish to gain the benefit. **Weight:** 5 lbs. **Price:** 100 gp.

♣ **Spellbook of Alioth the Magical:** This spellbook, found in the Tomb of Queen Peregrine, contains the following spells: 0—all cantrips in the *PH*; 1st—*nightshield*, *ray of clumsiness*, *spell flower*, *weapon shift*; 2nd—*veil of darkness*. All 1st- and 2nd-level spells are from the *Spell Compendium*. **Weight:** 8 lbs. **Price:** 1,265 gp.

♣ **House Aleval Seal:** This non-magical platinum ring is decorated with a spider signet. The seal of the drow House Aleval from the city of Erelhei-Cinlu, this ring provides a +10 bonus on Forgery checks to create papers from House Aleval. An immensely important items, there is no doubt that House Aleval would appreciate—or pursue—its return. **Weight:** N/A. **Price:** 500 gp.

‡ **Favor of the Dwarves of Stonehelm:** For ridding their mithral mines of drow and goblins, the Stonehelm dwarves provide you with the bounty of their mining labors. After any one core adventure, you may purchase one of the following items for half the listed cost: mithral light shield, mithral heavy shield, mithral chain shirt, mithral breastplate, or mithral full plate. You may only use this favor once; cross off this favor once used.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items NOT found

APL 4

- ❖ *Wand of magic missiles (1st level)* (Adventure; DMG)
- ❖ Amandrucul's notes (Adventure; see above)
- ❖ Seal of House Aleval (Adventure; see above)
- ❖ *Dust of appearance* (Adventure; DMG)
- ❖ *Wand of false life (10 charges)* (Adventure; DMG; 450 gp)
- ❖ Spellbook of Alioth the Magical (Adventure; see above)
- ❖ Large greataxe (Adventure; PH)
- ❖ Large greatclub (Adventure; PH)

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

7 TU

TU Cost

- _____ TU

Added TU Costs

_____ TU

TU REMAINING

_____ XP

Starting XP

- _____ XP

XP lost or spent

_____ XP

Subtotal

+ _____ XP

XP Gained

_____ XP

FINAL XP TOTAL