



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)

This Record Certifies that

Played by

Player

RPGA #

Has Completed

*ADP8-02 Fortress of the Yuan-Ti*

An Adapted Adventure  
Set in the Outer Realms

Home Region

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

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

Signature

RPGA #

**APL 9**

max 7,500 xp;  
9,900 gp

**Aegis Inviolable.** This shield's dark steel is almost black, its center darker still. The emblem in the middle wavers and shifts depending on the angle from which it is viewed. It functions as a *+1 light fortification heavy steel shield*. It also functions as a holy symbol for purposes of divine spellcasting, turning undead, or any other use for which you would normally require a holy symbol. Cost 4,175 gp.

**Thanks from the Town of Kingsholm:** The people of Kingsholm, while venturing into the strange passageways of the UnderOerth, came across a few unusual steeds made out of metal. They award this PC with either a Clockwork Steed or Clockwork Pony (*Monster Manual IV* page 32). The PC has to pay for the upgrades themselves but the actual steed is free.

**Nanietharil.** This set of scale mail is made of overlapping layers of darkwood carved to resemble leaves. Often called "Gift of the Ancient Foe" it functions as *+2 darkwood scale mail* that allows you to reroll one Survival check per day. Cost 4,150 gp.

**Avenge the Bloody Grotto:** Only one PC at the table may have this favor. For the next 4 adventures this character's effective caster level and DCs of the selected PCs spells, spell-like abilities, and supernatural abilities increase by 1 when they affect any aberration, monstrous humanoid, or undead.

**Isiel's Spellbook:** 1<sup>st</sup> – *alarm, burning hands, hypnotism, Tenser's floating disk, true strike*, 2<sup>nd</sup> – *daze monster*. Cost 350 gp.

TU

Starting TU

II 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

**ITEM ACCESS PURCHASED**

Cross off all items **NOT** found

**APL 9**

- ❖ *Helm of comprehend languages and read magic* (Adventure; DMG)
- ❖ *Circlet of persuasion* (Adventure; DMG)
- ❖ *Wand of cure serious wounds*, 6 charges (Adventure; DMG; 1,350 gp)
- ❖ *Ring of jumping* (Adventure; DMG)
- ❖ *Lesser metamagic rod of Extend* (Adventure; DMG)
- ❖ *Ring of counterspells* (Adventure; DMG)
- ❖ *Lesser bracers of archery* (Adventure; DMG)
- ❖ *Gloves of arrow snaring* (Adventure; DMG)
- ❖ *Aegis Inviolable* (Adventure; see above)
- ❖ *Naniethil* (Adventure; see above)
- ❖ *Adamantine dagger* (Adventure; DMG)
- ❖ *Issiel's Spellbook* (Adventure; see above)
- ❖ *Dusty rose prism ioun stone* (Adventure; DMG)
- ❖ *Pearl of power 1<sup>st</sup>* (Adventure; DMG)
- ❖ *Pearl of power 2<sup>nd</sup>* (Adventure; DMG)

**Lifestyle**

- None
- Standard (12 gp x TU)
- Rich (50 gp x TU)
- Luxury (100 gp x TU)

Lifestyle Cost

**DONATIONS**

**Total Coin Spent**

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

**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