This Record Certifies that

_____

Played by_____
Player RPGA #

Has Completed

The Stone Man's Puzzle

A Core Adventure

Set in Hardby and the Abbor-Alz

Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____
Home Region_____

Adventure Record#

594 CY
ADVENTURE
LEVEL OF PLAY
(CIRCLE ONE)

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

Event: _____ **Date:** _____

DM:_____
Signature RPGA #

☛ **Afflicted by Arcane Numerology**: This character is gripped by the cosmic and subtle forces of arcane numerology. These forces influence the character for the next 10 scenarios, and then have no further effect. There is no outward sign on an affected character, only a vague feeling that things aren't falling neatly into place anymore. At the beginning of each of the next 10 scenarios, roll a d10 and consult the following chart. You may add half your ranks in Knowledge (arcana) to this roll, to reflect the control you can exert over the arcane forces that assail you.

d10 Roll	Result
1	–4 penalty on initiative checks
2–4	–2 penalty on initiative checks
5–7	–1 penalty on initiative checks
8–9	+1 bonus on initiative checks
10+	+2 bonus on initiative checks

☛ **The Fate of Cullen Gregor**: Check one only, and check the same option for all players at this table:

[ ] **We turned Cullen Gregor in**: In thanks for recovering this escaped criminal, the authorities of Hardby provide access to the feats Close Quarters Fighting, Hold the Line, and Power Lunge from *Sword and Fist*.

[ ] **We let Cullen Gregor go**: In gratitude for granting his freedom, Cullen Gregor arranges access to the following feats: Jack of All Trades, Multicultural, Obscure Lore, and Trustworthy from *Song and Silence*.

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 6
- ❖ *Helm of comprehend languages and read magic* (Adventure, CL 4th; DMG)
- ❖ *Stone salve* (Adventure, CL 13th; DMG)

APL 8 (all of APL 6 plus the following)
- ❖ *Gauntlets of ogre power* (Adventure, 6th; DMG)
- ❖ *Minor ring of energy resistance (fire):* (Adventure, CL 3rd; DMG)

APL 10 (all of APL 6-8 plus the following)

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
FINAL GP TOTAL