

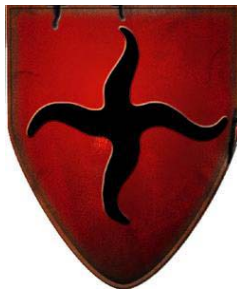


This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed
Redtide

A Core Adventure
Set on the Tilvanot Peninsula



Play Notes:

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

Home Region _____

Event: _____ Date: _____

DM: _____
Signature _____ RPGA # _____



594 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

This is a
companion AR to
the normal
Redtide AR
received by all PCs
who participate in
the event. Only
Suel characters
may gain access to
this AR

Brotherhood Recognition: Any Suel hero who has the Badge of Valesh Kem, and thinks to display it, will be granted any purchase access to the *Staff of the Winds*, due to their affiliation with the Scarlet Brotherhood. If they ever sell, lose or have the Badge taken from them, and do not already have another symbol of their loyalty to the Brotherhood the access is permanently lost. The tattoo of Shar (below) by itself does not count as a symbol of loyalty to the Brotherhood; however, the magical version does count.

Characters who swear fealty and receive the magical tattoo gain the remainder of the any purchase access items. As with the above, if they ever lose all symbols of loyalty to the Brotherhood then this access is permanently lost.

Tattoo: You've been tattooed on your upper left arm with the Ancient Suel word, Shar, which in rough translation to Common means Purity. This serves to indicate that you are pureblooded Suel, and is instantly recognized by anyone associated with the Scarlet Brotherhood.

Staff of the Winds: This plain silver staff has control over certain aspects of weather and protects its bearer from electrical effects, so long as the bearer is holding it. The *resist energy* effect ends when all the charges have been used up. This staff cannot be recharged.

- Resist Energy (Electricity) (continuous, 3rd level caster)
- Control Winds (2 charges)
- Control Weather (4 charges)

(Strong Transmutation, Weak Abjuration) Market Price: 22,000 gp;
Prerequisites: Caster Level 13th, Craft Staff, Control Weather, Control Winds, Resist Energy.

Magical Tattoo: The tattoo of Shar, is the focus of a *mark of justice* spell. If the character ever makes (and then breaks) the following oath he or she will suffer a -6 penalty to Wisdom: I will live by Wee Jas' Law. I will follow until death, and beyond, the code of the Brotherhood. I live and work for the return of the Suel People to their rightful place in the order of things. I will not do any harm to those who are my brethren, save at the asking of my leaders, who are at this time Boran Umor, Uncle Ophelus and Father Alionst Imueir. This effect can be removed as stated in the *mark of justice* spell, but if done so the Tattoo also disappears.

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

APL 4

- ❖ Staff of the Winds (Any; CL 13th; See Above; 22,000 gp)
- ❖ Monk's Belt (Any, CL 10th; DMG)

APL 6 (all of APL 4 plus the following)

- ❖ Dusty Rose Prism Ioun Stone (Any; CL 12th; DMG)

APL 8 (all of APL 4-6 plus the following)

- ❖ Minor Cloak of Displacement (Any; CL 3rd; DMG)

APL 10 (all of APL 4-8 plus the following)

- ❖ Boots of Speed (Any; CL 10th; DMG)

APL 12 (all of APL 4-10 plus the following)

- ❖ Amulet of Natural Armor +3 (Any; CL 5th; DMG)

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

TU

Starting TU

n/a 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