



This Record Certifies that

Played

by _____

Player _____

RPGA # _____

Has Completed



Play Notes:

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

Adventure Record#

595 CY ADVENTURE LEVEL OF PLAY (CIRCLE ONE)

Event: _____

APL 6

max 900 XP; 900gp

Date: _____

APL 8

max 1,125XP; 1,300gp

APL 10

max 1,350 XP; 2,300 gp

APL 12

max 1,575 XP; 3,300 gp

Chaos Wash: The slaad's chaos wash has the following affects:
 All non-chaotically-aligned characters suffer a -3 modifier on all Wisdom, Charisma, and Intelligence-related skill checks.
 Chaotically-aligned characters gain a +3 bonus to all Wisdom, Charisma, and Intelligence-related skill checks.
 These bonuses/penalties last for one adventure. During the second adventure the bonus/penalty becomes +2/-2. During the third adventure played after *COR5-07 Rings within Rings* the bonuses/penalties become +1/-1. During subsequent adventures the affected PC is no longer affected by the chaos wash.
 It is possible to negate the penalties right after *COR5-07 Rings within Rings* by immediately spending 4 TUs; during these TUs the PC may engage in no other activity.
 While under the effect of the chaos wash, the PCs may not voluntarily change their alignment.
 Characters under the effect of a *protection from chaos* or stronger spell of similar function in the round the slaad is defeated are not affected by the chaos wash.

Construct Laboratory Use: You have sold what remains of the lab of the evil gnomes to Mungus Gearhand, an artificer in Nonsburgh. In return, he has granted you *one* favour of construct repair. To claim it, you must spend 1 TU at the end of any adventure in which you wish to repair a construct. This TU represents travel to travel to Nonsburgh and the engagement of Mungus Gearhand's services. You still need to pay the full repair cost as per the feat description in the *Monster Manual*. After you have used this benefit once, cross it off this AR.

Item and Enhancement Access: As a sign of gratitude of defeating the Vecna cultists the gnomes of Nonsburgh have made available to you the frost weapon enhancement. You now have access to this weapon enhancement and may apply it to as many weapons as you wish. You may use this favour multiple times. You must however pay full price to upgrade your weapons(s). In addition you are now considered to have Core access to the following items: ring of force shield, bag of holding (type I), stone of alarm and deck of illusions.

Access to a New Bard Spell: From Diambeth's notes, you are able to reconstruct the spell *shadow cache* (Brd 3). You are now

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
 ❖ *Horn of fog* (Adventure; CL 3rd; 2,000 gp; DMG).

APL 8 (all of APL6 plus the following)
 ❖ *Brooch of Shielding* (Adventure; CL 1st; 1,500 gp; DMG).

APL 10 (all of APLs 6-8 plus the following)
 ❖ *Harp of charming* (Adventure; CL 5th; 7,500 gp; DMG).

APL 12 (all of APLs 6-10 plus the following)
 ❖ *Elven chain mail* (Adventure; CL ---; 4,150 gp; DMG).

Lifestyle

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

Lifestyle Cost _____

Other Coin Spent _____

Items Sold

Total Value of Sold Items _____

Items Bought

Total Cost of Bought Item _____

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