



This Record Certifies that

Played

by \_\_\_\_\_  
Player \_\_\_\_\_ RPGA # \_\_\_\_\_

Has Completed  
*Of Friends, Friars, and Foes*  
A Regional Adventure  
Set in The Bandit Kingdoms

Play Notes:

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

Adventure Record#

594 CY  
ADVENTURE  
LEVEL OF  
PLAY  
(CIRCLE ONE)

Home Region \_\_\_\_\_

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

DM: \_\_\_\_\_  
Signature \_\_\_\_\_ RPGA # \_\_\_\_\_

APL 4  
max 675xp; 650gp

APL 6  
max 900xp; 900gp

APL 8  
max 1,125xp; 1,300gp

APL 10  
max 1,350xp; 2,300gp

APL 12  
max 1,575xp; 3,300gp

**☛ Dagrydd's Lesser Spellbook:** This spellbook contains the following spells: 1st—*alarm, animate rope, grease, hold portal, lesser acid orb\*, lesser electric orb\*, lesser fire orb\*, lesser sonic orb\*, mage armor, sleep, Tenser's floating disk*; 2nd—*arcane lock, Bigby's slapping hand\*, daze monster, greater slide\*, gust of wind, Leomund's trap*; 3rd—*fireball, illusory script, legion's snake's swiftness\*, lightning bolt, rage, tongues*. Fifty-nine pages remaining. Value: 2,050 gp. \* Miniatures Handbook.

**☛ Dagrydd's Greater Spellbook:** 1st—*magic missile, Mordenkainen's buzzing bee\**; 2nd—*blades of fire\**, *undeniable gravity\**; 3rd—*legion's curse of impending blades\**; 4th—*blast of flame\**, *lesser globe of invulnerability, stone shape, summon monster IV, wall of ice*; 5th—*arc of lightning\**, *cone of cold*. Sixty-one pages remaining. Value: 1,950 gp. \* Miniatures Handbook.

**☛ Gratitude of Arryn Alcor**  
You have received the favor of the mysterious traveler Arryn Alcor. This favor may be spent to have Arryn improve the enhancement bonus of a magical weapon or armor, up to +3. This favor may alternately be spent to have Arryn enchant a magical weapon with the *holy* special ability. The PC must pay the difference between the original and upgraded items. [ ]

**☛ Enmity of Arryn Alcor**  
You have violated Arryn Alcor's trust. Arryn Alcor and his close associates will refuse to recognize any influence or favor you have gained until you spend one influence with Arryn Alcor. Additionally, until this enmity is removed, Arryn Alcor's initial attitude towards you is always unfriendly.

☛ Influence with the Theocracy of Dimre [ ]

**☛ Enmity of the Theocracy of Dimre**  
You are banned from entering the Theocracy of Dimre and may not use any influence or favor they have granted you until two influence points with them have been spent.

☛ Influence with the Church of Iuz [ ]

☛ Whip Scars (+1 Wanted Score)

☛ Wanted for Questioning (+1 Wanted Score)

ITEMS FOUND DURING THE ADVENTURE

Cross off all items **NOT** found

**APL 4**  
☛ *Dagrydd's lesser spellbook* (Adventure, see above)  
☛ *Scroll of lesser planar ally* (Adventure, DMG)

**APL 6** (all of APL 4 plus the following)  
☛ *Hat of disguise* (Adventure, DMG)  
☛ *Scroll of cure critical wounds* (Adventure, DMG)

**APL 8** (all of APLs 4-6 plus the following)  
☛ *Potion of cure serious wounds* (Adventure, DMG)  
☛ *Scroll of planar ally* (Adventure, DMG)

**APL 10** (all of APLs 4-8 plus the following)  
☛ +2 *chain mail* (Adventure, DMG)  
☛ *Cloak of resistance +2* (Adventure, DMG)  
☛ *Scroll of dictum* (Adventure, DMG)

**APL 12** (all of APLs 4-10 plus the following)  
☛ *Cloak of resistance +3* (Adventure, DMG)  
☛ *Dagrydd's greater spellbook* (Adventure, see above)  
☛ *Scroll of slay living* (Adventure, 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 Item \_\_\_\_\_

Subtract this value from your gp value

GP Starting GP

Starting GP

GP Spent

GP Spent

GP Subtotal

GP Subtotal

GP +

GP Gained

GP Gained

GP Subtotal

GP Subtotal

GP +

GP Gained

GP Gained

GP Subtotal

GP Subtotal

GP -

GP Spent

GP Spent

GP Subtotal

GP Subtotal

GP FINAL GP TOTAL

TU Starting TU

TU Starting TU

TU Cost

TU Cost

TU -

TU -

Added TU Costs

Added TU Costs

Added TU Costs

Added TU Costs

TU REMAINING

TU REMAINING

TU REMAINING

TU REMAINING

XP Starting XP

XP Starting XP

XP -

XP -

XP lost or spent

XP lost or spent

XP lost or spent

XP Subtotal

XP Subtotal

XP +

XP Gained

XP Gained

XP Gained

XP Gained

XP FINAL XP TOTAL