



This Record Certifies that

Played

by

Player

RPGA #

Has Completed

All the Empty Places of the World

A Regional Adventure

Set in Highfolk

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 #

Extended play uses second numbers

APL 6

max 900xp; 900gp max 1,210xp; 1,350gp

APL 8

max 1,125xp; 1,300gp max 1,515xp; 1,950gp

APL 10

max 1,350xp; 2,300gp max 1,820xp; 3,450gp

APL 12

max 1,575xp; 3,300gp max 2,125xp; 4,950gp

APL 14

max 1,800xp; 6,600gp max 2,430xp; 9,900gp

APL 16

max 2,025xp; 9,900gp max 2,735xp; 14,802gp

(Dis)Favor of the Volmiryth: Having exposed the dark workings of the Volmiryth, the Court has ordered that clan to re-equip those items lost to their guardians during this event.

Magical Reward from Avereen Volmiryth: You have completed a mission for the Iron Spider, Avereen Volmiryth. Instead of repaying your debt to her, you have asked for a magical reward.

Purchase from Gathil: The PC named above purchased the following items from the wandering merchant Gathil (cross out those that do not apply, include quantity where appropriate):

Touched by Purpose: You have wielded the fell sword Marlanwakkilil, or Purpose in the common tongue. Through this weapon you have seen that your life has true meaning, an ultimate purpose beyond those who lead normal lives.

Legendary Deed (10%) - Savior of the King: This PC is known throughout the land as one of the heroes who rescued Lord Kashafen Tamarel from captivity at the hand of the Old One's minions.

TU Starting TU

I, 2, 4 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:

- elven lightblade +1 (Adventure, AE&G)
elven thinblade +1 (Adventure, AE&G)
eyes of the eagle (Adventure, DMG)
ring of sustenance (Adventure, DMG)

APL 8: (All of APL 6 plus the following)

- universal solvent (Adventure, DMG)
vest of escape (Adventure, DMG)

APL 10: (All of APLs 6-8 plus the following)

- burrowing arrow (Adventure, CW)
dark blue rhomboid ioun stone (Adventure, DMG)

APL 12: (All of APLs 6-10 plus the following)

- belt of endurance (Adventure, AE&G)
horn of fog (Adventure, DMG)

APL 14: (All of APLs 6-12 plus the following)

- amulet of natural armor +3 (Adventure, DMG)
boots of striding and springing (Adventure, DMG)
ring of chameleon power (Adventure, DMG)

APL 16: (All of APLs 6-14 plus the following)

- dust of disappearance (Adventure, DMG)
scarab of protection (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 1/2 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 Subtotal

GP Subtotal

GP FINAL GP TOTAL